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INDEPENDENT SUPER NINTENDO MAGAZINE

# SUPER PLAY

ISSUE 24

OCTOBER 1994

## REVIEWED:

WILD GUNS
SPIKE McFANG
MORTAL KOMBAT II
SOCCER SHOOTOUT
SUPER ICE HOCKEY
And much more!

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# BREATH OF FIRE

**Is Capcom's RPG going to set you alight?**

A Bee Team Production

Enter Fantasy Quest on p14!
Visit Hell City, Japan on p12!
See the latest anime on p92!

Access Show Features

Theatres

Coin-ops

Games Arcade

The Next Generation

CD-ROM Today

# The Next Generation arrives...

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INDEPENDENT SUPER NINTENDO MAGAZINE

Super Play

October 1994 Issue 24

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**SUBSCRIPTIONS** (See page 58)
**All subscription enquiries to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB. Tel: (0225) 822511**

***Super Play's* subscription rate is £29.95 in the UK, £49.95 in Europe and £57.95 elsewhere.**
**No compo this month. Just a little bye-bye to lovely Lisa Nicholls. We'll miss you lots.**

**Next issue on sale: Thursday, 6 October 1994**

***Super Play* comes from the same office as Frank O'Connor's new *Ultimate Future Gaming*, above *GamesMaster*, *Amiga Power*, *Total!*, *CD-ROM Today*, *Sega Power*, *Amiga Format*, *PC Format*, *ST Format*, *Edge* and *PC Gamer*.**

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**Call *Super Play* on Thursdays only, between 2pm and 6pm. NEVER call for gaming advice! Phone the Nintendo Hotline (0703) 652222.**

**'This is the masterplan. Nicholas bends down to see what it is, and you smash his brains out with this.'**
**Oh go on. A quick compo. Tell us where the quote above is from and win a cart. Usual rules.**

**Printed in the UK by Cradley Print Ltd, Warley, West Midlands.**
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Future PUBLISHING

# SUPER PLAY EDITORIAL

# FROM THE BIG CHAIR

**Our full contents listing starts just over the page**



**First things first. Lisa Nicholls is leaving *Super Play*. After joining way back at issue six, Lisa has made *Super Play* the best-looking magazine on the newsstands today. Indeed, the rising ABC figures show that more and more people are attracted by the distinctive Japanese look, and are getting into the mag. So thank you Lisa, for all you've done. And good luck at *CD-ROM Today*.**

Sniff. Anyway, life goes on, and I'm sure Steven Bagley (who calls himself Lisa's number one fan) is as upset as us. But *Super Play* goes on, and we've got a great issue.

*Mortal Kombat II* is here, and rather than just give you a review, we've also been playing it to death in order to find out all the fatalities, special moves and other tricks which will give you the edge once you start playing the game yourself. *Breath of Fire* is also a major review, of course. RPGs are getting to be huge news in this country, and when Capcom do one, naturally everybody has to sit up and take notice.

And of course, those Golden Bee Award results are all in. And to go back to Capcom, it's interesting to note that they're no longer everyone's favourite programming house. Both Konami and Nintendo beat them. This says to us that Capcom have to do more than trade on the reputation of the *Street Fighter* series of games if they want to stay in favour with the games-buying public. And recent games like *Knights of the Round* and *Wizardry V* aren't helping their cause one little bit. So it's down to *Breath of Fire*.

You'll also find nestling comfortably in these pages a big, packed-to-the-gills *Super Street Fighter II* guide, written by the unbeaten *SFII* champion of the UK, Gary Blake. The clever lad has found a vast number of tricks and extra moves which Capcom haven't said anything about.

Add to all this the pages of news we've got, plus the reviews and anime info, and those excellent postcards on the front, and you should have fun. See you next time!

James Leach

**James Leach, Editor**

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

# CONT

## REGULARS

**SUPER EXPRESS** ..... 8
The best news you'll ever have read. And there's so much of it as well. We're very impressed by our news pages, so you should be as well.

**GAMEFREAK** ..... 72
No question is too big, no answer too small. Jason Brookes, editor of *Edge* magazine puts his blonde head into *Super Play* mode and answers everything ever.

**MODE 7** ..... 74
Allan Brett, winner of the National Games Championships a while ago, gets all the cheats and tips together in one section. Wonder what he did with the £10,000?

**SUPERMARKET** ..... 78
The biggest bargains in the SNES world are available here! Turn to page 78, tune in and drop out. Alternatively, read some of the slightly puerile messages therein.

**PLAY BACK** ..... 80
The best letters page this side of *Weld!* (the Clyde ship-builders weekly internal newsletter). Again, you provide the letters and we provide the forum.

**WHAT CART?** ..... 84
Packed with games, this section can be used as a kind of reference library. In fact, we're always referring to it in the office. And we wrote the blinkin' thing.

**BACK ISSUES** ..... 95
Already, *Super Plays* are changing hands for the price of an attack helicopter in unstable Asian republics. Buy yours while we still charge next-to-nothing for them.

**IRRESPONSIBLE PICTURES** ..... 92
The latest crop of anime, harvested at full ripeness and brought to your table sandwiched in a sesame-seed bun. Yes, we've got some lovely films this month. And some news, too.

ABC: 50,578*
*Super Play's circulation – measured by the Audit Bureau of Circulation

## GOLDEN BEE AWARDS

It's time to find out whether the games you voted for won! Did *Mortal Kombat* beat *SFII Turbo?* Did *Rock 'n' Roll Racing* beat *Super Mario Kart?* Who won the best sports game? It's all here, including the winners of the massive Datel compo.

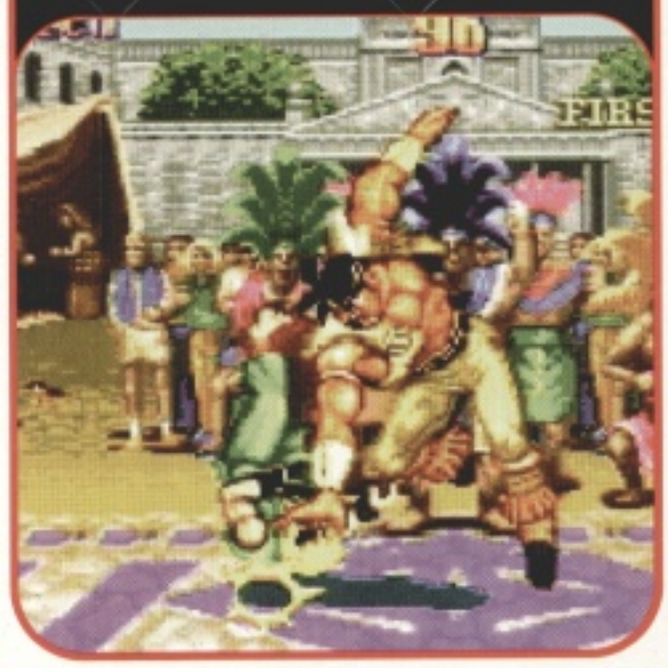
.....62

## SUPER PLAYER'S GUIDES

### SUPER STREET FIGHTER II

Learn everything from one guide! We show you all the new moves, combos and spectaculars you can get away with in this classic game.

.....65



## UK & IMPORT GAME REVIEWS

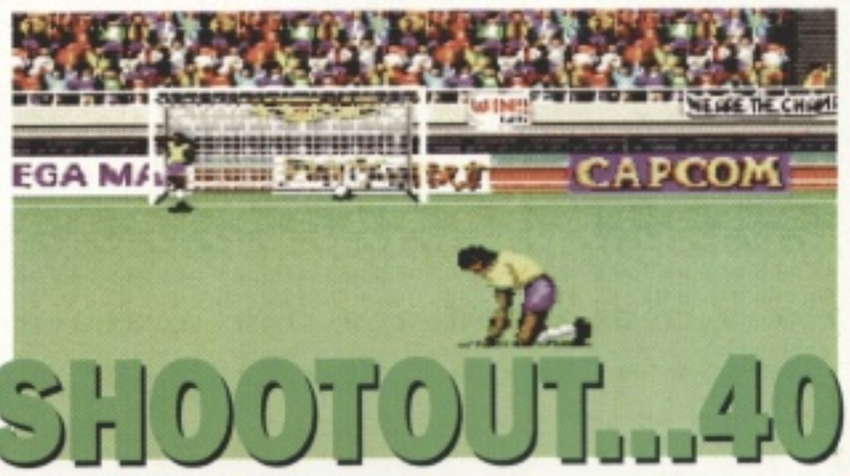
### UK & IMPORT GAME REVIEWS index

BREATH OF FIRE..... 36
HARDBALL 3..... 61
LODERUNNER TWIN... 44
MORTAL KOMBAT II.. 30
OPERATION EUROPE.. 42
PC KID..... 52
SOCCER SHOOTOUT... 40
SPIKE MCFANG..... 46
SUPER ICE HOCKEY... 56
WILD GUNS..... 50

(To be said in film-trailer voice) It was a time of skating. A time of fighting. And one man's love for one woman led them both to the brink. Or led them both to the rink, in fact. Aha ha.

## SUPER ICE HOCKEY...56

Cor, that Valderrama, eh? Hair like an explosion in a gonk factory. And what about Maradona, then? Woooh. Got what he deserved. And that Hagi. He's 'avin' a larf. And Escobar, eh? (snip!)




## SOCCER SHOOTOUT...40

# ENTS

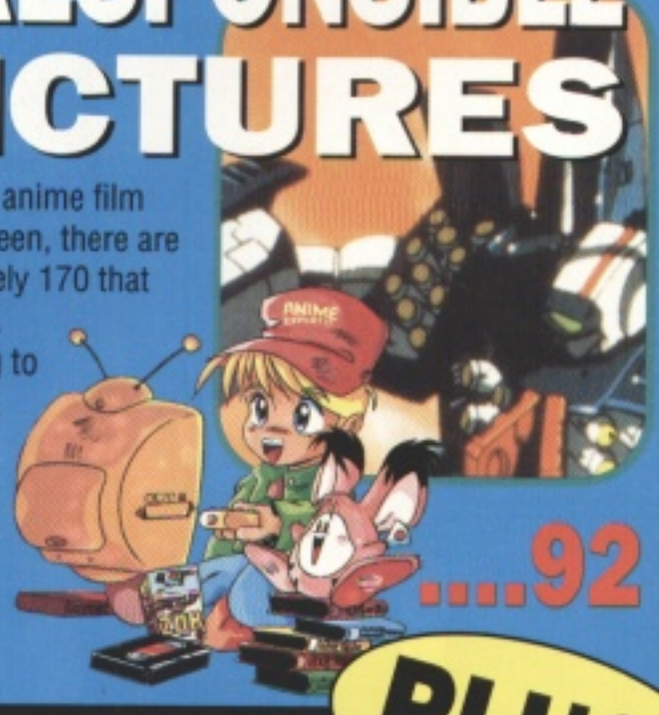
A Bee Team Production

ISSUE 24
OCTOBER 1994

Ultimate Future Gamer
The new magazine from the same people who do *Super Play*. Find out more inside.

## IRRESPONSIBLE PICTURES

For every anime film you've seen, there are approximately 170 that you haven't. We're trying to redress that balance. Read our reviews and have a good time.



....92

PLUS!

## THE FES IS BACK ..28

The Future Entertainment Show is from 26 – 30 October 1994 at Earls Court. It'll be bigger and better than ever. Find out why *you* have to be there.

Capcom have been hit-or-miss lately. Can this, their massive RPG help them to build a massively strong reputation ready for Christmas? Or not?

## BREATH OF FIRE

.....40

## SPIKE MCFANG...46

He may sound like a dog, but Spike is a little Dracula-like kid who has an uncommonly good grasp of magic. And our review will tell you whether you should find out about this magic for yourself.

## MORTAL KOMBAT II

Every knows this is a better game than *Mortal Kombat*, but is it ready to fight *Super Street Fighter II?* And is the blood all it's cracked up to be?

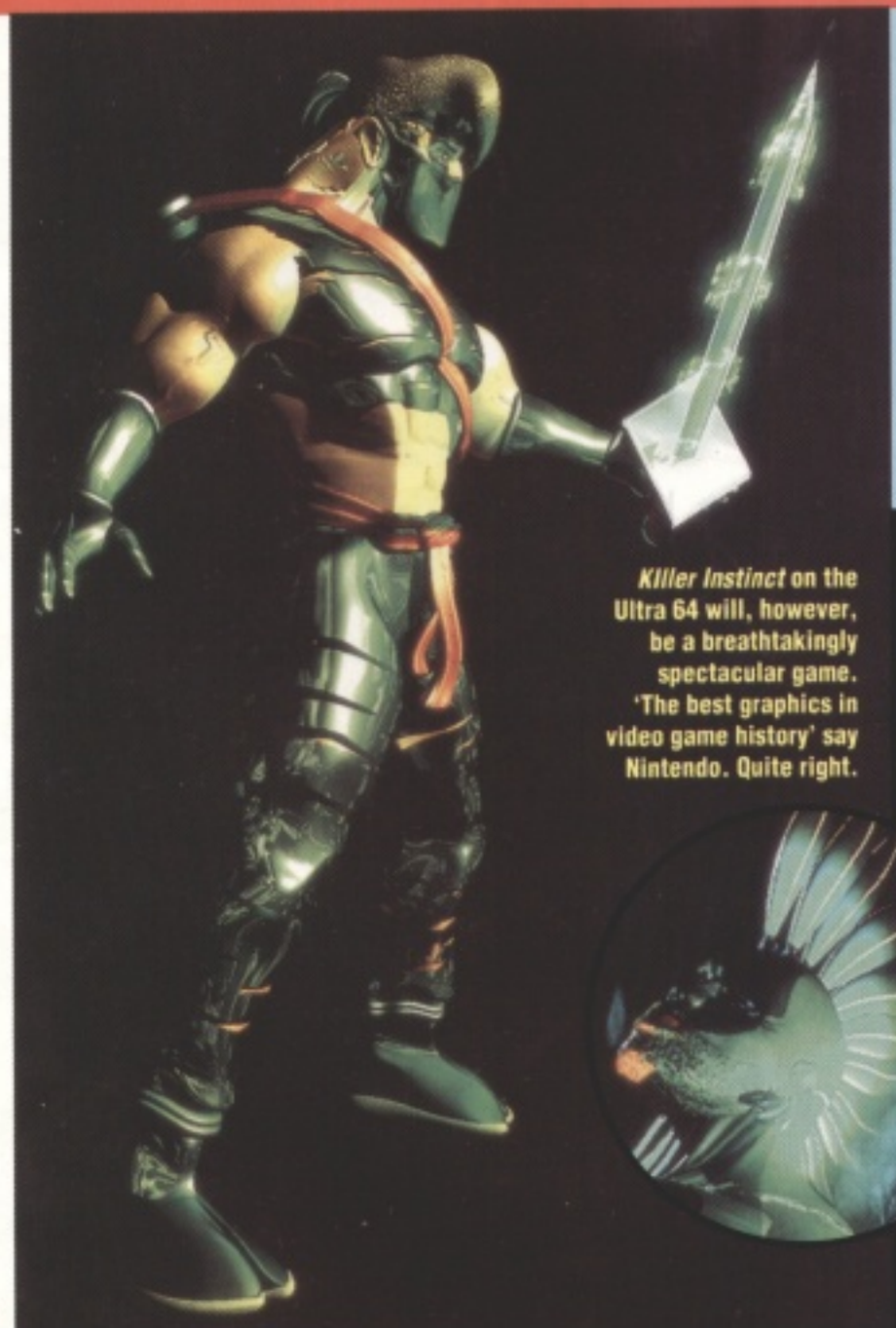
30.....

# SUPER

*NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO*

**The SNES will go from strength to strength. And that's official! Nintendo are currently pledging massive support for the machine...**

# A MESSAGE THE PRES



*Killer Instinct* on the Ultra 64 will, however, be a breathtakingly spectacular game. 'The best graphics in video game history' say Nintendo. Quite right.

**Summarising a report on the company's finances, the president of Nintendo Co Ltd, Hiroshi Yamauchi, has issued a statement concerning the Japanese corporation's plans for the future. The message was a pledge of continued support for existing 16-bit owners.**

Any fears that the Super Nintendo had been abandoned in favour of the new technology were laid to rest with hard financial facts. Yamauchi said, 'We have strengthened our performance in the development of new hit game titles. Whilst some are prematurely dismissing the viability of existing technology, we understand that success in the near term will be determined by developing popular games for current platforms. Sales of 16-bit games will reach a record high in this coming fiscal year.'

*Donkey Kong Country* has obviously been an important factor in this confident decision. Whilst 16-bit platforms may no longer be considered state-of-the-art hardware, the software appearing from Rare and Silicon Graphics is most definitely cutting edge. In terms of exploiting the capacities of the machine, *DKC's* programming techniques are far in advance of anything yet seen on 32 or 64-bit machines.

The report shows that although the big N made more than ¥52,653 million (£338 million), the figure was actually a drop on the previous year's profits. This is the first time in Nintendo's history that their profit hasn't risen.

## PROFILES – *Super Play* celebrates

**Yes! *Super Play* reaches issue 24 – we're two! So let's celebrate in style!**

# EXPRESS

Above and left: *Donkey Kong Country* is great. Games like this were unthinkable when the SNES was launched in 1990.

## FROM IDENT

Yamauchi is succinct. 'In fiscal '94, we did not bring enough new hit video games to market.' SNES owners constitute a major worldwide market. By producing more games of the quality and popularity of Mario Kart, Nintendo can guarantee sales of millions of cartridges through established channels.

During 1994, Nintendo took 65% of all revenue derived from sales of home video games worldwide. From that same revenue, it took 82% of all profits made in the home video game market. In other words, Nintendo makes a substantially bigger profit on its video games than other companies. This is explained by high cartridge prices and the strict control Nintendo maintains over the production and manufacture of game cartridges for its systems. Currently, third parties like Acclaim and Konami must pay for the 'privilege' of releasing their games on the SNES.

## SUPER PLAY COMMENT

President Yamauchi's statement confirms the opinion we expressed last month. Whilst it's true to say that we're drooling in anticipation of Ultra 64 and the next generation of games, the fact remains that the new superconsole won't appear until 1995, maybe even as late as '96. But what about the meantime? There are millions of SNES owners who want to play good games now, and they'll stick with their 16-bit machines for as long as Nintendo produces quality software for the system. New advances like *DKC's* graphics can keep us interested, but it's the involvement and playability of the likes of *Super Metroid* and *Stunt Race FX* that makes them more fun than many contemporary CD-based games. If Yamauchi's message means more *Mario* and *Zelda*-quality games, it'll be a while before the Super Nintendo gathers dust under the mattress next to the NES.

## its birthday with jelly & ice-cream.

***Super Play*** **would just like to say that no animals were harmed during the making of these Profiles.**

# PLAY STREET FIGHTER II BY MODEM

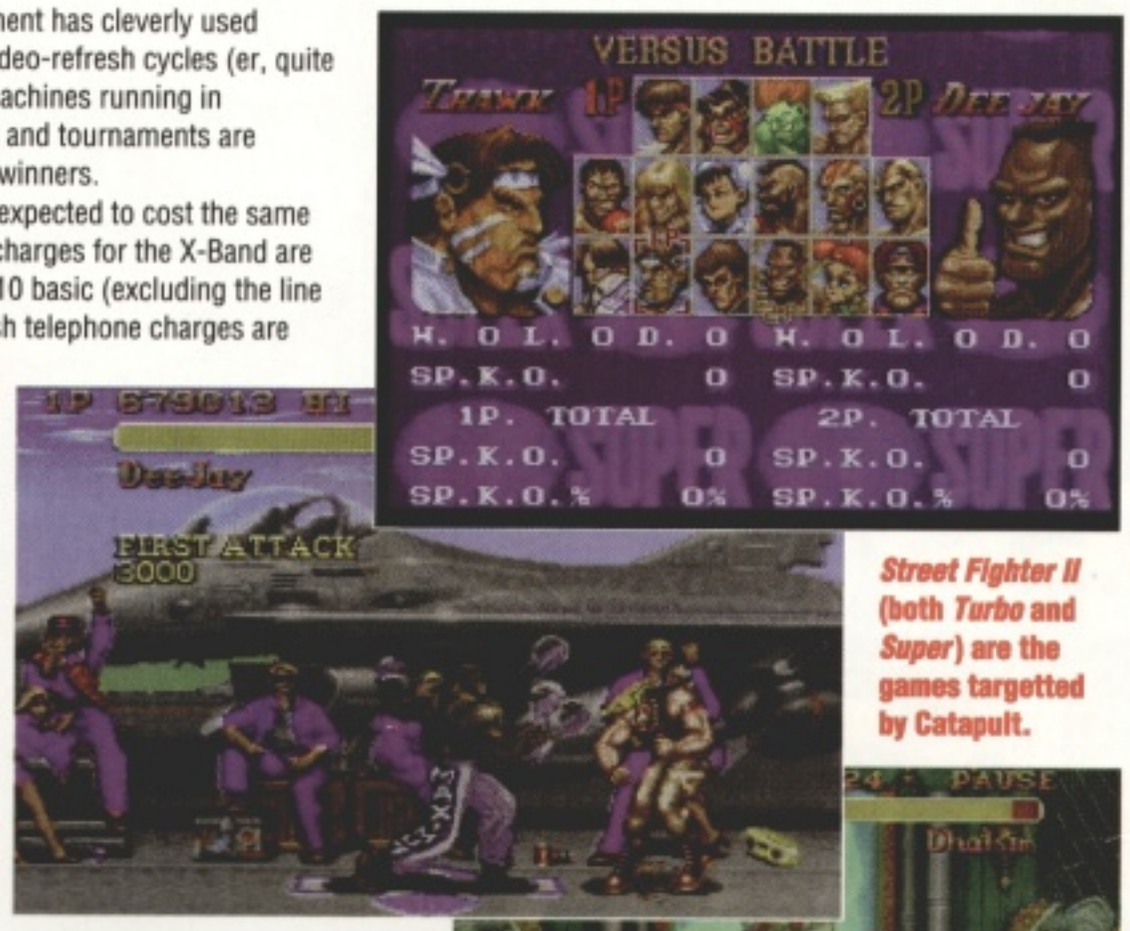
**An end to those 'I've got *SSFII* but there's nobody to play with' blues is in sight. An American firm called Catapult Entertainment has invented a modem, cunningly called 'the Catapult', which plugs into your SNES and enables you to access their network service, the X-Band. Like an adaptor, it slips between the SNES and the cartridge and has a telephone cable coming out of the side. This is automatically programmed with Catapult's number, so all you need to do is plug in, switch on and wait to be connected to the X-Band bulletin board.**

When the system debuts in the US, the player will be able to choose his or her opponent from all those connected in the States, wherever they may be. The network will show players' skills, scores and rankings. For privacy each participant may choose a 'codename' by which they'll be known whenever they play, and the message facility enables you to exchange a few words (perhaps tips or taunts?) with your opponents.

Although *SFII* is bound to be the most popular game on the SNES net, the Catapult works with absolutely any two-player game. The only requirement is that each player has a copy of the same cartridge. The game shouldn't run slower owing to the network because Catapult Entertainment has cleverly used memory re-vectoring and video-refresh cycles (er, quite naturally) to keep the two machines running in synchronicity. Competitions and tournaments are planned, with big prizes for winners.

The Catapult system is expected to cost the same as a cartridge and monthly charges for the X-Band are expected to be around $5-$10 basic (excluding the line charge). Unfortunately British telephone charges are amongst the highest in the world, so at the moment there are no plans for Catapult to be released in the UK. There's absolutely no reason why it couldn't happen, though, so in a few months you might be in Brighton, playing *Fighter's History* with a fellow in East Fife.

**Fancy fighting someone in another part of the country? Even night?**




***Street Fighter II* (both *Turbo* and *Super*) are the games targetted by Catapult.**

**You, as Dhalsim, might actually be fighting Kylie Minogue over the net. It's rather unlikely, though.**

## SPEEDLINE FRENZY!

**Following hot on the heels of the film and the anime, Manga Publishing will have a *Street Fighter II* comic on the shelves this Autumn. The strip is the work of Japanese artist Masaomi Kanzaki, who was responsible for the manga Xenon.**

Surprisingly, the appearance of the *Street Fighter* characters in a strip isn't a first: an American *SFII* comic appeared last year courtesy of Malibu, and was disappointingly naff. Manga's effort promises to be slightly better, but don't expect lots of detailed histories and character portraits – from what we've seen, this is one long series of superbattles with speedlines galore for the action fans. The first issue appears on 30 August, and will cost 95p.

On the subject of fighting-in-the-street-twice, we thought you might like to hear that the *Super Street Fighter II X* coin-op has a cheat to allow you to play Akuma Long (not Sheng Long, as we first believed): you need to place the character selection box over Ryu, T-Hawk, Guile Cammy and Ryu again, letting it linger on each character for about five seconds, then press start plus all three punch buttons. A box will appear with no name and no picture – that's him, guv. We've even seen evidence of Akuma vs Akuma matches too.

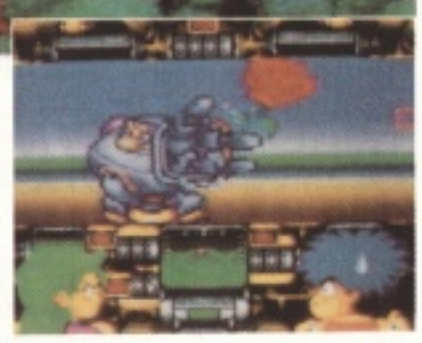
**We'll send a prize out to the first person who can provide us with clear photographics evidence of Akuma vs Akuma from *Street Fighter II X*.**

# LEGEND OF THE MYSTICAL NINJA 3

**Konami • 16Mbit**

**It may not seem that long since the last one but work is already well under way on *Ganbare Goeman 3*, the latest in a series of games based on the famous thief of ancient Japanese folklore.**

The new episode, which is currently on schedule for a December release, is more in the style of the last game and may even contain some stages that didn't make it into number two. We hope this doesn't mean a lapse in Konami of Japan's R&D creativity. A new character takes the place of Sasuke: it's the green-haired ninja girl who pops up in the first two games. Stay tuned for a preview next month.



**Right: More action, more fun and more Japanese weirdness.**

# Ultimate Future Games

**If you can't wait to see games for the like of Ultra 64, Sony Playstation, 3DO or Nintendo 32 VR, then there's a new magazine for you.**

*Ultimate Future Games* (from the makers of *Super Play*) is due to arrive on Tuesday, 1 November. It's a mass market multi-format magazine totally dedicated to the future of games entertainment. And, as Nintendo are a massive part of the future of games entertainment, you can be sure of plenty of Nintendo coverage.

As a Future Publishing launch, you can certainly expect it to arrive in a blaze of colour, excitement and, of course, excellent free stuff. Of course, we wouldn't let them do this mag if we didn't get an occasional look in, so *Super Play* writers will be appearing in the magazine to talk about the future of games.

*Ultimate Future Games* is being edited by Frank O'Connor, who previously worked on our sister magazine *Total!* When it comes out we might even feature it in Fanhunter.

# SNIPPETS

No, we couldn't believe it either – that's why we had to bring you this screen shot of *Racer's Spirits*, Masiya's 8 meg *Mario Kart* clone that, surprisingly, has the Big N's blessing and will be released in Japan this September. And as if that wasn't enough, take a look at this early picture of another Masiya game currently in development. It looks fun, maybe even original – until you see a picture of *Kirby's Tee-shot*, coming from Nintendo very soon. Suspiciously similar, wouldn't you say? What a come-down for the people who once gave us *Assault Suits Valken*. In fact, *Super Play* resolves to track down those talented programmers of the classic mobile suit shoot-'em-up and find out what they're up to now. Similarly, can the team behind *Toho's Super Aleste* (*US: Space Megaforce*) really be the same people that created *Mecarobot Golf?* If not, where are they today?

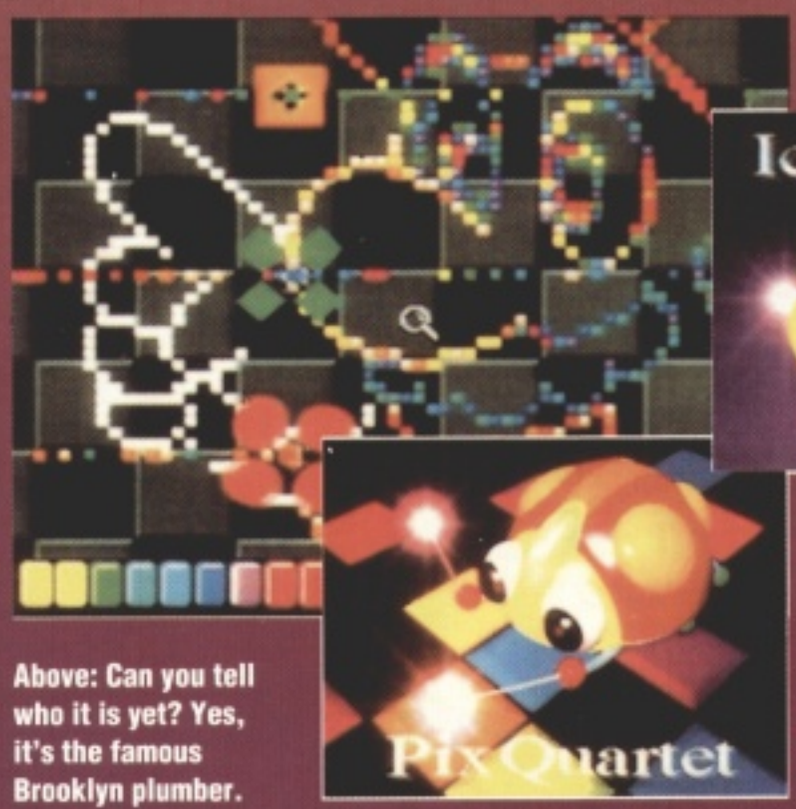
**Racing games are going to be big news over Christmas.**

***Kirby's Tee Sh...*no it isn't. But it looks like the *Kirby* game.**

After numerous delays and a bump up to 32 meg, *Samurai Spirits* (*Samurai Shodown in the West*) is finally on its way. The story goes that Neo Geo codesters SNK poached some of Capcom's top *SFII* programmers, and that this was the first game they worked on. It's not hard to believe: the inclusion of weapons, parries, disarming moves and animal sidekicks means a completely different strategy to traditional fighting games. This SNES conversion by Takara forsakes the scaling zoom lens effect of the original, but as it didn't really work in *Art of Fighting* that's no great loss. With twelve characters and some stunning graphics, we'll be looking out for this one in September. Also on the way from Takara, conversions of *Fatal Fury Special* and *Art of Fighting 2*. The former brings together all the characters from the Fury 'world', and it's rumoured that *AoF's* Ryo pops up as a hidden character.

**Prepare for *Samurai Shodown* to be not unlike *SFII Turbo*.**

Nintendo's *Sound Fantasy* will be ready to roll pretty soon – the title screens have been revamped with light-sourced 3D graphics similar to those seen in *Donkey Kong Country* and *Uniracers*. A bit of an oddity, it contains a few action puzzlers (including a Q*Bert-like 'Simon' memory game) plus a strange music-creating program in which small insects make sounds by crossing each other's tracks. *Ultimate Future Games'* editor Frank O'Connor tried to explain it to us further, having seen an early version, but the English language promptly failed him.



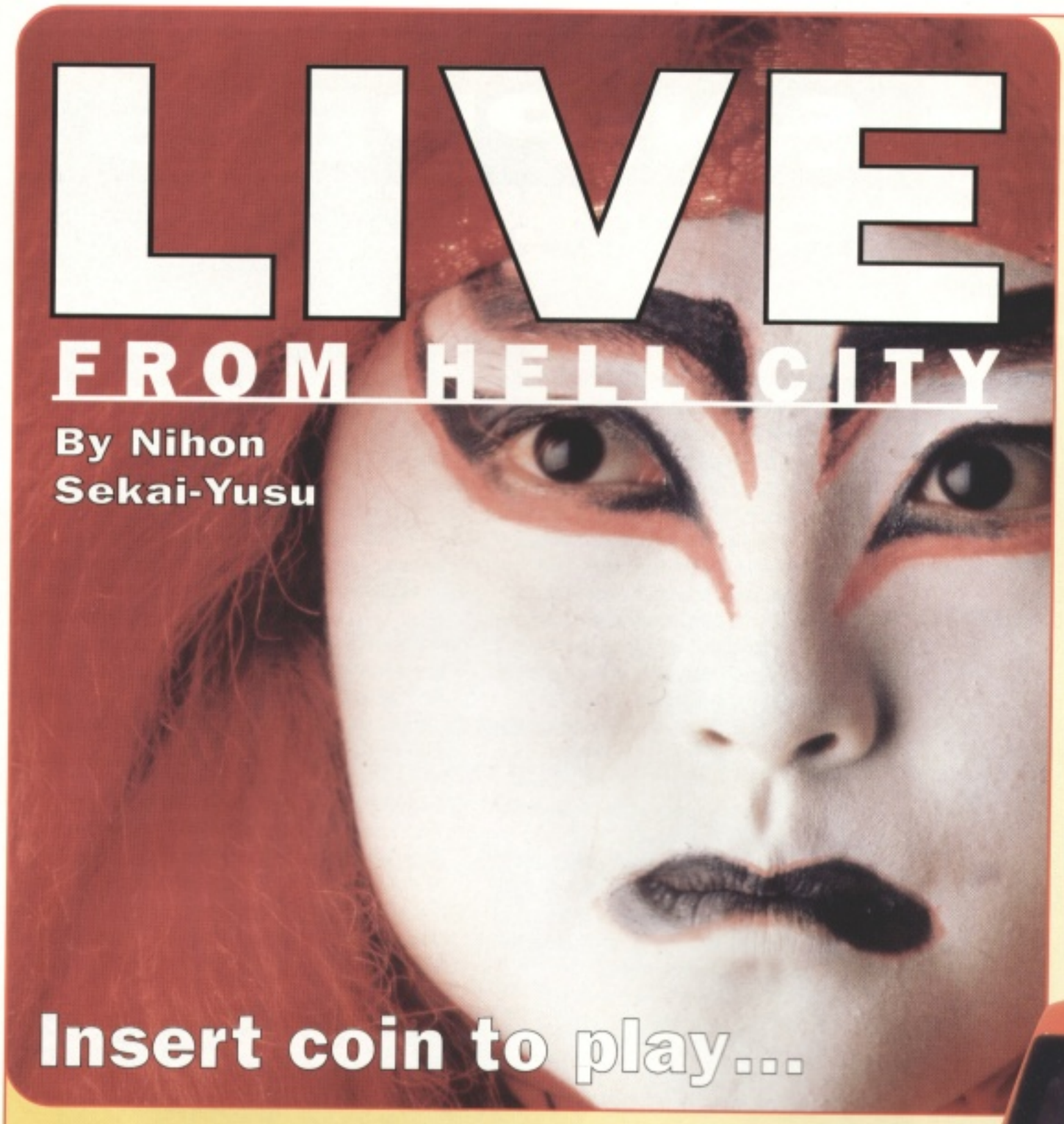
**Above: Can you tell who it is yet? Yes, it's the famous Brooklyn plumber.**

**Above: it looks nice but what are you supposed to do with it? Eh? Answer that!**

**Left: thanks to *Donkey Kong Country*-inspired graphics, this is possible.**

# LIVE FROM HELL CITY

By Nihon Sekai-Yusu



## Insert coin to play...

**Mario on tour in the arcades, the biggest indoor ski resort in the world and how to get around in Hell City with the essential Japanese for beginners.**

## Mario on tour

Out and about in Japanese arcades you'll see much more of the Mario universe than you ever would over in the UK. Three top machines from the Banpresto stable, which are currently wowing Japanese gamesters feature Mario and co, like you've never seen them before.

The *Mario Athletics Challenge* takes as its gimmick, a bizarre control system. Rather then the customary joypad (who needs thumbs anyway) players have to take part in running races and other sub games, by moving their feet on to pressure sensitive pads beneath them. Look out for the three way Yoshi race... it's quite a workout.

The real world *Super Mario Kart* game has tiny cars racing around a shiny track. All the characters are here and it's up to you to pick a winner. Not a touch on the real thing though! If all this activity and actual moving around is a bit too much for you, then the final game is probably more up your street. Chuck in a coin, push a button and win a *Mario*-esque prize... now that's what I call playability.

Mario – the fittest plumber in Brooklyn, keeps his dungarees on even out on the track.

Above: A young *Super Play* reader gets set for a quick sprint.

Right: Just imagine the size of the Godzilla-man-type-beast who'd use a joypad this big... it'll devour us all.

There's a distinctly dark and moody edge to this game of anti-heroes.

Left: what people get up to in their own bedroom is their private concern.

## The roving stick

As mentioned last month in Hell City's coin-op quest, the hot favourite (and prime cash-puller) in Shinjuku arcades is currently a beat-'em-up called *Vampire: The Night Warriors*. Set against some of the lushest backgrounds since *Samurai Shodown*, this one-on-one game has comic-style graphics and superb animation. Every one of the 10 fantasy characters, from the Samurai to the Pharaoh, looks evil enough to be the end boss of a lesser game. It also borrows the Super Special move option from *Super Street Fighter II X*, enabling a mega-attack when your power bar starts flashing. *Night Warriors* may be in Western flea-pits by the time this magazine appears, so keep your eyes peeled. A SNES conversion would be better, of course...

Some players don't feel too confident demonstrating their games prowess in public, but Japanese arcades encourage even the shy ones out there to step in and pump some credits into a machine. One incentive you'll find is the player's mini-guide, a small free promotional pamphlet that reveals moves, tips and hints to aid interested novices who want to get involved. For example, we helped ourselves to this little Namco 'Genius Book' that accompanied a coin-op of *Cosmo Gang: The Puzzle* and swotted up on some smart little strategies. Er, we still lost horribly in the end – but at least our ¥100 investment lasted a little longer.

Left: an SD Namco robot guides you through this strategy guide freebie.

This game may be translated as *'The Dark Stalker'* when it appears in the West.

## JAPANESE FOR BEGINNERS

**There's nothing like negotiating public transport systems to raise the blood pressure, empty the wallet and strand you in the middle of somewhere... if only you knew where somewhere was.**

| | |
|---|---|
| 1. Where is the bus stop for Hell City? | 1. Hell City iki no basu no teiryujo wa doko desu ka. |
| 2. How much is a single ticket for Hell City? | 2. Hell City made katamici made ikura desu ka |
| 3. What time does the bus leave? | 3. Sono-basu was nan-ji ni demasu ka |
| 4. I want to go to Hell City. Where should I get off? | 4. Hell City e desu ga. Doko de oritara ii desu ka. |
| 5. How long does it take to get to Hell City? | 5. Hell City ewa dono kurai kakarimasu ka. |
| 6. How far is it? | 6. Soko made dono kurai no kyori ga arimisu ka. |
| 7. Please tell me when we get there. | 7. Sokoni tsutara osiete kudasi. |
| 8. What time do we arrive in Hell City? | 8. Nan-ji ni Hell City ni tsukimasu ka |
| 9. Will you go faster please? | 9.Motto isoide kuremasu ka. |
| 10. Will you slow down please? | 10. Motto yukkuri itte kuramsu ka. |

**By now you should have managed to distract the driver to the point where they run a traffic light (shingo) and cause a hideous traffic accident (kotsu jiko)...**

| | |
|---|---|
| 11. Look out! | 11. Ku o tsukeyo. |
| 12. Help! | 12. Tasukete. |
| 13. Is there anyone injured? | 13. Kega o sareta kata wa oraremasu ka. |

**You may find that issue 22's guide to the hospital will come in handy. cut 'em out and keep!**

# Snippets

### Slippery

The dream was SSWAS – Summer, Spring, Autumn, Winter Snow. The reality is the LaLaport skidome. A dream come true. It's absolutely brilliant. None of your token artificial beach nonsense. The Skidome features an absolutely huge ski area, nestled away right in the centre of Funabashi City – thirty minutes by train from Tokyo. It's the biggest indoor ski resort in the world featuring 490 metres of slope, which at it's widest point is some 100 metres across. The drop is 80 metres deep, enough to get some scary speed up, though all levels are catered for, with steeper angled slopes for the experts.

Rather than dragging across those nasty brushes so unpopular at dry slopes, skiers at the dome are treated to a revolutionary technology which actually manufactures real snow crystals. Don't ask how they do it, or we'll start using words like adiabatic expansion, and nobody wants that now, do they? Every night a new coat of snow, a centimetre deep, is sprayed over the slope so get yourself there early in the morning and you'll be treated to fresh, virgin powder. Bee-yoo-ti-ful!
The Skidome is at 2-3-1 Hamacho, Funashi-shi, Chiba. Tel: (010) 81 474 32 7000

### Retro-gaming

The revival of *Pacman* for all three Nintendo formats isn't only due to a shortage of ideas... Well, not only a shortage of ideas. The Japanese with their love of the new and shiny, still have a warm glow for the good old days! Don't believe me? The proof lies in Tokyo's video game museum, a shrine to retro-gaming, which gives youngsters the chance to play the games they were so brutally denied, by the savage laws of time. The all-time classic Defender is there for the blast-maniacs, and for those with a keener sense of history how about taking *Jumpman* (the original incarnation of *Mario*) through his paces in *Donkey Kong?* It's nowhere near as good as *Super Mario World*, but hey, it's a history lesson.

### Death

If you've heard anything about gun-toting maniac Beat Takeshi, you'd be forgiven for thinking that he was responsible for most of the deaths in Japan. But, there are much more complicated ways to cop it! Surprisingly, hand guns were responsible for only 87 deaths in Japan in 1990... are you ready to hear a major new cause of premature extinction? Courtesy.

Within the city limits of Tokyo alone, some 24 people have been killed or injured, over the last five years, while bowing greetings to startled friends. It may sound ridiculous, until you consider the many health risks associated with ducking your head down in a busy city – anything could happen. And it does. You could fall down escalators, wander out in front of trains, bump into a Sumo wrestler – anything. Okay, so it still sounds ridiculous. But it hasn't stopped the authorities from introducing 'Greetings Zones' near accident black spots, where people can be polite without fear for their lives.

Three sequels to RPGs you may have played as US translations – including our cover game!

# FANTA QUEST

It's taken so long for *Breath of Fire* to reach us in the West (and we're still no nearer a UK release, remember) that work on the sequel is almost finished.

It's good to see that Capcom of Japan hasn't abandoned the RPG field. This sequel's looking worthy.

**Ryu, the hero of the game, returns home one day to find that everyone in the small village where he lives seems to have forgotten him: his friends don't recognise him, and he is treated as a stranger. Perhaps more worryingly, his father and sister have completely vanished.**

Feeling abandoned, Ryu befriends a character called Bosh and the pair set off on a journey. 10 years elapse, and this is where the game begins.

Combat is turn-based, and *Breath of Fire 2* uses the same isometric overhead view as its predecessor. However, it breaks from the usual swords-and-wizardry formula in that the system gives each character their own individual type of offensive powers. Ryu's battle transformation lets him turn into a dragon, whilst some of his comrades can merge with each other to become one super-powerful creature. As the game progresses, Ryu and his party encounter 'Masters' who can train them in new weapon attacks and special moves. They also learn powerful magic from sages and shamen (which is more sensible than the commonplace, but unexplained, systems in which you're told that characters have suddenly 'learnt' a new spell when they increase in levels).

RPG fans can look forward to improved graphics, a vamped-up soundtrack, a player-friendly control system and at-a-glance gauges for party and enemy hit points.

If *Breath of Fire* sells well in the West then this sequel is a sure-fire bet for translation. We suspect Capcom will be watching to see how it fares in Square's expert hands.

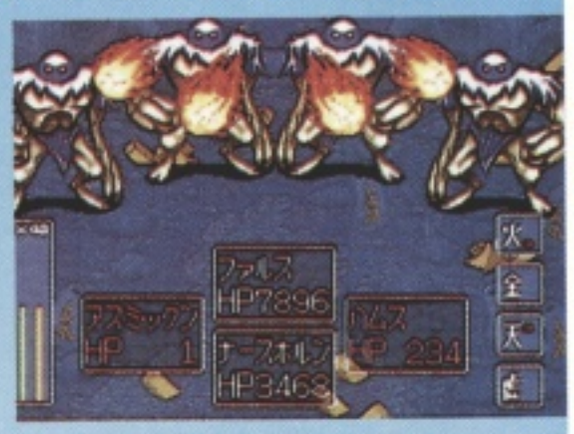
Ryu, our hero, learns to transform himself into a Dragon later in the game. But, er, that sword will do nicely to begin.

**BREATH OF FIRE 2**
**CAPCOM • 16 MEG**

Above: some of Ryu's companions. Their transformations are reminiscent of *Beast Warriors*.

# SY

## by TAI ONO & ZY NICHOLSON



The plot's religious overtones might spell trouble with Nintendo USA. Remember Vic Tokai's *Lost Missions*?

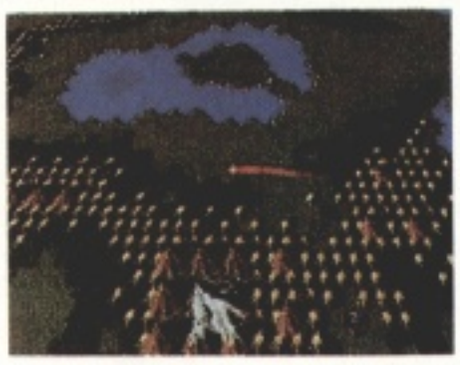
## ESTPOLIS
## TAITO ● 16 MEG

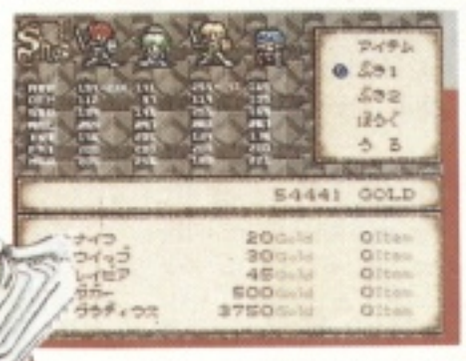
**You'll know the first Estpolis game as *Lufia and the Fortress of Doom*, an enjoyable but formulaic RPG. Set one hundred years before the previous game (in the time of the Sinistrals first appearance), this sequel aims to tie up some of the loose ends in the plot and explain the unsolved mysteries. The characters are those from the first game's historical flashbacks.**

Essentially, *Estpolis 2* uses the same game mechanics as before. Once off the map and inside a dungeon, however, the gameplay alters slightly. Rather than being thrust randomly into combat you can see the monsters ahead and move in turns, square by square, to avoid them or attack them. The main character can push heavy objects and obstacles, cut through foliage with his sword, jump narrow chasms, even pick up some items and throw them around. He can also plant bombs to destroy obstacles in *Bomberman* style. This adds an element of strategy to monster encounters, although the puzzles never approach the likes of *Zelda*.

A new addition to *Lufia's* consumerist utopia of shops (how many RPGs let you go shopping for stuffed toys and dresses in a department store?), cafes and hotels is the casino. This is where the characters can bet their all their gold pieces and where the player can indulge in three gambling games – Blackjack, Bingo or Fruit Machine – in superb *Mystical Ninja* style. The prizes for winning include new weapons and magic items, so it's well worth having a flutter!

The four heroes of old actually appear in the first game – looking a bit crumbly and gimmerish, naturally, but heroes nevertheless.





The problem with most 'prequels' is that you know exactly how they end before they've even begun. I predict that *Lufia 2* will have a tragic finale!

**In the dark underground world of despair-Andel, the suffering population hopes and prays for the coming of their messiah, the Son of God. Born from a crystal in the Holy Temple, the Son has the task of saving his people from the demons who besiege them. To bring happiness to the world, the player has to collect items from each of the four floating continents of the underworld.**

RPG fans will know that *Lennus* was released in the US as *Paladin's Quest* last year. Like the first game, *Lennus 2's* characters and places were designed by the acclaimed Japanese illustrators Yousuke Kato and Keisuke Goto: their ethereal pastel artwork lent a distinctive alien flavour to the fantasy world of *Lennus*. Sadly, Asmik's programmers didn't make such a good job of transferring the artwork to the SNES: the graphics are looking substandard and 8-bitty in this sequel – it's miles behind the likes of *FFVI*.

Asmik have a slightly dodgy reputation in matters of technical competence, but their dealings with Enix seem to have resulted in a fruitful exchange of experience. For example, a noteworthy feature is the control system, which Asmik has called H.U.D (short for Head-Up Display). All the user commands can be keyed in with just the D-pad (for selection) and the top L button (to confirm). This makes it possible to play through the entire game one-handed, freeing your other hand for maps and guide books. But it's not original – fans will know that this method originally appeared in Enix's *Seventh Saga*.

Given that *Paladin's Quest* occupied the US charts for months, it seems certain that Enix of America will translate *Lennus 2*. We'll bring you more news when the release date is confirmed.

## LENNUS 2
## ASMIK ● 16 MEG

Here you see the problem. Kato and Goto's lush art (right) and Asmik's interpretation (above)...

# SECRET OF MANA

## Nintendo/Square • 16 meg

**Finally, it seems, your demands have been met. Nintendo UK has produced a PAL version of Square's masterpiece *Secret of Mana* and has scheduled its UK release for September. This will let a whole new audience of SNES owners see the splendour of this Multitap compatible action RPG, which we awarded 94% back in *SP*15. Although Square doesn't have a branch in the UK, Nintendo signed a deal with the company many months ago which lets them take over the promotion and distribution of the game. It will retail in all major stores for £49.99.**

We're exceptionally pleased with this decision – we've championed the game ever since it was previewed in Japan. Originally titled *Seiken Densetsu (Holy Sword Legend) 2*, the American name became so popular that even the Japanese now know it as *Secret of Mana*. It's worth noting that, despite its limited availability on import, it reached the top three in our Golden Bee awards.

In case you're new to the SNES, *Secret of Mana* is an epic fantasy role-playing game that features some of the most impressive graphics and sound you'll ever see on your SNES. Best of all, it has a compelling storyline that will keep you up night after night as you follow the adventures of a boy, a girl and a sprite who attempt to save the world's Mana Palaces from the evil Thanatos. When it appears on the shelves in September, we wholeheartedly recommend you buy it.

**Don't expect to finish this in a weekend. Your first attempt could take up to 70 hours!**

**Mana's action-based sword swinging style means that it's closer to *Zelda* and *Soul Blazer* than traditional stats-driven RPGs like the *Dragon Quest* and *Final Fantasy* series.**

### Did you know...

... that the Japanese version of *Secret of Mana* contained the original poster artwork? The title screen was changed for the American (and UK) releases. We prefer the full one, actually.

... that it's a sequel to a Game Boy title called *Holy Sword Legend* (US name: *Mystic Quest*)? Those imps and rabbits should be familiar to those of you who've already tackled their 16-bit brethren.

... that Secret *of Mana's* background music ambitiously uses all eight stereo sound channels? That's why occasional sound effects of battle can affect the basslines. In Japan you can buy the entire score on CD, ranging from the SNES original to full orchestral interpretations, even variations on the main themes!

... that *Secret of Mana 2* is in development? We're also looking forward to the (still unconfirmed) collaboration of Square and Nintendo. An RPG that crossed the gameplay of *Zelda* with the depth of *FFVI* and the sound and graphics of *Mana* might just be the finest game ever.

# ENERGY BREAKER

**Not just detailed isometric 3D, but superb shadow and lighting effects too.**

**Standing out from the other Japanese RPGs currently in development is a game called *Energy Breaker:* these preview screen shots should help you appreciate why. Instead of the usual bird's-eye or side-on viewpoints, it adopts an isometric 3D view that's reminiscent of *Tactics Ogre*.**

Unlike *Breath of Fire's* 3/4 overhead method, though, this is used to represent all of the locations in the game – not just battles. Nor does it use this effect for perspective puzzles and three-dimensional platform antics, as in *Equinox* and *Monster Max*. In fact, *Energy Breaker* plays much like a trad Jap RPG in many respects, with a story to follow and dialogue exchanged with the characters you meet. The difference lies in those mouth-watering graphics, and their attention to detail. Entering an inn to rest, you're able to walk your character up the stairs and around the balcony to reach the bedroom.

No release date has been scheduled as yet – there's still a bit of fine-tuning to do – but the probability of a US translation is encouragingly high. Taito's American headquarters would have no trouble promoting a game which looks so good at face value, especially if they build their RPG reputation with *Lufia 2*. *Energy Breaker* is definitely one to watch.

**Rather than scrolling continuously, the game displays one individual location at a time and follows you around it.**

# NOSFERATU

## SETA *16 meg

**_Prince of Persia_ has risen from the grave! We take a sneak preview of a forthcoming Japanese game from Seta that might resurrect the none-too-lively platform genre.**

**Typically, no sooner had we announced that it was almost ready than Nosferatu's release slipped back to late October. Still, we've been waiting long enough (almost three years – we first showed a screenshot of the supposedly-finished version back in *SP*3!) so a few more weeks won't make a difference.**

In 1897, Bram Stoker drew on popular folklore to create the literary icon of Count Dracula. Since then we've seen no end of books and movies that have built on the legend. Abandoning any pretensions of originality, *Nosferatu's* plot falls firmly into line with this horror tradition. After centuries of seeking for the secret of eternal life, the Prince of Darkness has almost achieved his ambition. All that is left is a ceremony requiring the fresh blood of a young virgin, and to this end he's made off with a prime example of nubile young womanhood by the name of Judith (who – surprise! – just happens to be your girlfriend). You play John Alfred, the hero, who must find and rescue Judith from Nosferatu's crypt before it's too late.

In game terms this translates as a 16 megabit platform adventure in which you must negotiate seven gothic castles, each crawling with zombies and guarded by fiendishly complex traps. There's more than a touch of *Prince of Persia* in controlling John Alfred, who can run, crawl, leap chasms, cling to crumbling ledges with the nail of his little finger and still have enough breath to wrestle with the legions of the undead. To this end, 350 frames of animation have been created through the increasingly common rotoscoping process (also seen in *Flashback* and, more recently, *Shaq Fu*) to bring him to life. Add to this the incredibly detailed movements of the game's monsters and it's easy to see why almost four megabits of cart ROM have been devoted to storing frames of animation.

The background graphics are equally impressive. Doric columns and rusting chains decorate the dungeons, whilst exterior locations of haunted woods and mansion grounds make more use of the hardware's parallax routines. A strong and suspenseful atmosphere is one of Nosferatu's most involving qualities.

Each castle is subdivided into several levels of increasing toughness, and you'll have to fight your way through hordes of ghouls in *Castlevania* fashion whilst figuring out the puzzles and searching for secret passages. Sub-bosses and a final castle boss should make Nosferatu a lasting challenge. Like *PoP*, you'll have to learn each level inside-out before you stand a chance of beating it.

Admittedly, the cynics will probably sigh loudly and mutter that they've seen it all before. There's no denying that *Nosferatu* has already aged before its release and could be mistaken for a game of a couple of years back. In terms of playability, though, we have high hopes of Seta's grand project. The time spent perfecting it should be indication enough, and if *Nosferatu* happens to revive that experience of classic SNES games of the past then we'll be more than happy.

The question is, will we ever see this game in the West? Whilst nothing has been confirmed by Seta, it's almost certain that the game will reach America and maybe even the UK too. The myth of the vampire is universal, but the peculiarly European flavour of this interpretation draws on a long tradition of western vampire novels and movies (unlike Bandai's *The Ghost of Kitaro*, for example, which features a vampire of Asian folklore).

Western software houses commonly regard Japanese weirdness in games as a negative feature, which runs the risk of alienating their potential customers: in *Nosferatu's* case, however, this just isn't a problem for them.

Meanwhile, we hope to bring this game to the attention of UK publishers who are interested in signing a deal for the PAL version.

**Shades of *Castlevania? Nossie* has as many weird and horrific monsters as you'd want.**

**The *PoP* similarities are uncanny – especially when you get an eyeful of this spike trap.**

**A name-change for the US is possible, although we hope Europe gets the original.**

**Buckinghamshire – rustic 19th century mansion and grounds, 34 rooms, Great Hall, torture room/dungeon, coal heating, leaded windows, were-beast garden, £600,000.**

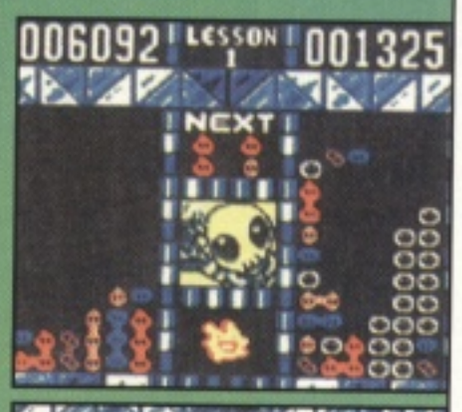
# PUYO MANIA

**It's got blubbing skeletons, spinning mummies and feisty fisty fish. It's got a little flop-eared ninji character who jigs around and falls asleep half-way through the game. It's one of the most intense head games ever. What is it? Why of course, it's *Puyo Puyo*.**

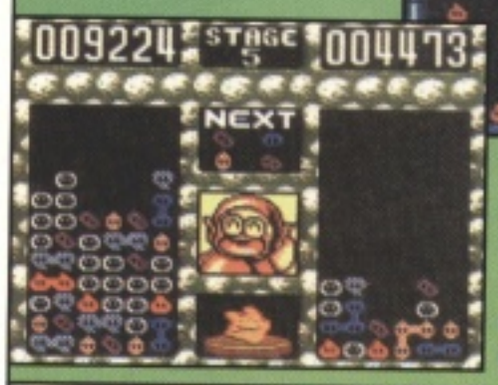
Regular readers will know that we rated Compile's strategy puzzler higher than *Tetris Battle Gaiden* when it first appeared on the SNES, but the sad fact is that it will never be released in the UK. Sega obtained the rights and produced a Western version called *Dr Robotnik's Mean Bean Machine*, which is essentially the same game in a Sonic cardigan, for the Mega Drive. We think they've ruined its weird flavour in the process, but the great game underneath can't be obscured. *Puyo* is splendid, in all its guises.

The good news is that you can now pick up *Puyo Puyo* for the Super Game Boy, at rather less than the cost of the SNES cart. The one drawback is that *Puyo* was at its best as a two-player battle: this 8-bit cart has a head-to-head option, but it only works with two linked Game Boy units (the SGB can't handle two-player games, note). SGB owners would be wise to look into import games like this, especially as the carts are universally compatible: you don't need to mess about with adaptors on the Game Boy, so they'll work in all types of Super Game Boy too.

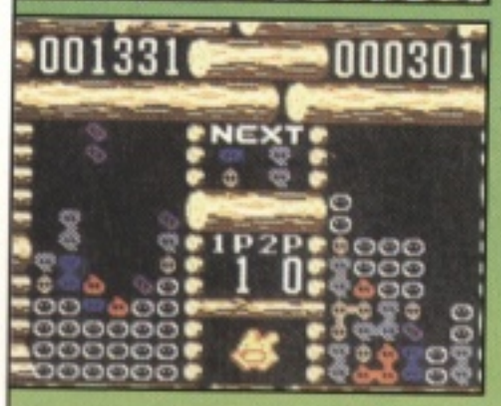
Meanwhile, the Japanese have gone *Puyo* crazy. The bouncing blobs and their mistress have become well-known characters, with little models and brooches selling in the coolest arcades, gear shops and vending machines. They're even cropping up in other games – like this bizarre first-person perspective dungeon bash (only on the PC, alas). Ki Ki Ki!



***Puyo's* closest relative is perhaps *Columns* – make chain reactions of blobs!**




**Beat this CPU skeleton and he blubs like Niagara Falls. 'You have laid your foul eggs in my mouth, Sir,' as we say when losing a game.**



# FANHUNTER

## YOU'LL FIND NO FINER FANZINES

By Zy Nicholson

**Confined to my sickbed last month, I finally had a chance to catch up with your splendid literary offerings. The pleasant sensations accelerated my recovery considerably, and I have passed sample zines to the British Medical Association for research purposes. (*Are you sure you've recovered? – Ed*).**

### SHINING FORTH

Thpot the pun? Role-playing game fans are a strange manner of beast (3D6+1HP, LG alignment) so it should come as no surprise to find a fanzine devoted to their passion. *Shining Forth* issue #0 is a promotional/inspirational venture designed to give a taste of what's to come, and details some 40-odd RPGs available on cartridge. What would you rank as your top five games? How do you play them? What do you rate highly in an RPG? Editor Robert Schmitz wants to know, and his writing reveals him to be a bit of an expert in the monster-bashing department. If you've got ideas to share then strap on your scabbard and send $3 to PO Box 98, Yorkville, NY 13495, USA. Sun-fearing Net-dwellers can also contact Robert on email – zoloat@aol.com, this is the hi-tech hobbit-hole where you can chat about RPGs and order your copy.

### ANIMACE

Now in its fourth issue, *Animace* remains one of the best zines on the current fan scene. However, erstwhile editor Ed Gray has departed for the Navy and the address for correspondence and subscription has recently changed. The First Officer taking over at the editorial helm is Paul Cook, who can be reached at 5 Brookland, Tiptree, Colchester, Essex CO5 0BU. Despite the change, we're happy to say that the quality of content remains outstandingly high. Send £1.30 for the latest issue and you'll be rewarded with news, artwork, interviews with artist Tony Luke and the band Marina Speaks, stacks of reviews (*Dangaioh, Gunbuster, Maris* et al), a *Video Girl AI* special and a feature on the shojo genre. Best of all, the *Samurai Pizza Cats* are back. With mallets. Don't say I didn't warn you.

### ANIMENIA

Not the UK anime zine – this is the first, slick-looking, Netherlands incarnation of the mag, and has *Gunbuster* reviews, features on *Takahashi*, a comic strip and Super Famicom games based on manga. An item on 'Live Action' manga (Japanese films, actually) reviews the likes of *Beat Takeshi* and *Gunhed*, and there's background data on *Dragon Ball Z*.

Ah. Now, I've forgotten to mention one little detail. Quite naturally, *Animenia* is written almost entirely in Dutch. You won't have trouble with the Japlish titles ('*RG Veda: never trust butterflies!*'); even '*Alita is een opmerlelijk efficënte bounty hunter*' won't cause you much trouble; but how about '*Waar gaat deze anime nu weer naar toe, met Ranma en zijn/haar zeer aparte vrienden?*' *Animenia* is quite clearly a superb semi-prozine, and even though I'm missing the real details I could appreciate enough of it to realise that anime's following is growing strongly in Europe.

You'll still find original artwork and a clean layout on every page, so if you're excessively curious – or you can read Dutch, of course – then write to Animenia Publishing, West-Kruiskade 48, 3014 AT Rotterdam, Netherlands.

### MANGAFFECT

Far more comprehensible for home audiences, Mangaffect highlights the fact that it's hard to come up with a decent name that has 'anime' or 'manga' in the title. What's wrong with, say, Reversible Grenadier Mu-Mu-Briefs ¥277? (*Lots – Ed*). Issue one is a tentative step into the fanzine scene by editor Andrew Salter and friends, and whilst you might question the usefulness or objectivity of the reviews – absolutely every episode of *Bubblegum Crisis* gets a straight ten out of ten, for example – you can't doubt their enthusiasm. Want to see a copy? Then you'll be in the business of sending a pound sterling to Darren Bolton, 6 Manby Road, Immingham, South Humberside DN40 2LE, I should think.

Curses, I've run out of room. If your fanzine might be a panacea for the sickness of the world then send it to Fanhunter.

**SEND YOUR FANZINES TO:**

**Fanhunter, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

# THE SMURFS

**Infogrames**

Can you remember when ELF service stations used to give away Smurfs?

Now what do you get? Flippin' wine glasses.

Look out for the new Smurfs record (!), a range of Smurfs clubwear (?) and lots more annoying clutter.

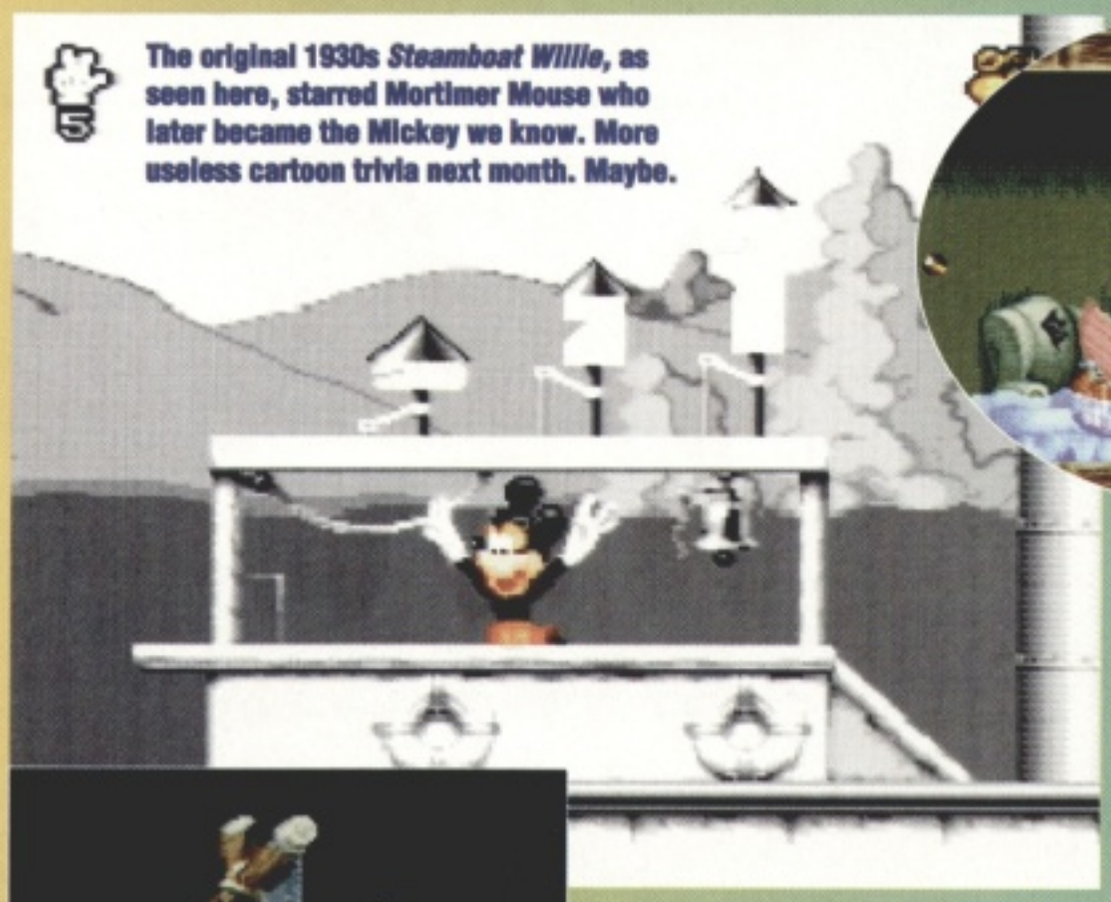
Smurfing heck! Do you remember those little blue blighters with the offensive taste in floppy headgear and penchant for interspersing their speech with the word 'smurf'? Well Infogrames obviously do, and now, after enjoying a number one chart position with their *Smurfs* game in France, they're preparing to launch it in the UK to coincide with the projected (and rather daunting) Smurfs revival.

In the game you pick up the reigns as Hefty Smurf on his quest to retrieve Brainy Smurf, Jokey Smurf, Greedy Smurf and Smurfette from the gnarled clutches of the dress-wearing sorcerer Gargamel. Although it may look like just about every other platformer on the face of it, Infogrames have rather cleverly included the ability to 'be' the different characters as you rescue them. So you can choose Hefty Smurf for his musclebound stature in tests of strength, Jokey Smurf for his 'humourous' exploding presents to throw at enemies, and Smurfette for, um, well... No, we can't think of any way she'll be of use at all, actually, but we're willing to be enlightened.

The Smurfs looks and plays like a close relative of Capcom's *Mickey's Magical Chase* with typically cartoonish backdrops and a range of woodland adversaries which wouldn't look out of place alongside Itsy and Bitsy. Look out for the review next month. Just don't mention that Father Abraham record, okay?

Also due soon from the very same stable is *Asterix 2*, being released partly in celebration of the moustachioed Gaul's 25th birthday (although he looks to be in his mid-30s at least, if you ask us). Unfortunately the game will consist of more platform action rather than being at all related to the PAF!-ingly hilarious arcade beat-'em-up of a year ago, so we're hoping that it'll include something special to lift it way above the humdrum nature of the original. More soon.

# SONY IMAGESOFT



The original 1930s *Steamboat Willie*, as seen here, starred Mortimer Mouse who later became the Mickey we know. More useless cartoon trivia next month. Maybe.

Pluto's excitable saliva problem became so bad that Mickey had to build himself a raft.

We really *did* faint when we saw this bit. But that might be a summer heat thing.

Left: That ghost's animation is so good we fainted. Well, nearly.

Below: Spot Mode 7 effects, like this crane, are abundant.

Sony have big plans for the coming months and are currently gearing up for the release of a flurry of new titles in the run up to Christmas. Perhaps the most significant, though, is *Mickey Mania*, a platformer featuring graphics the quality of which could well out-Disney Capcom with their own planned *Mickey and Minnie* game. It kicks off with a level straight out of the original animated short *Steamboat Willie*, with black and white scenery gradually turning gloriously technicolour as you progress. We've been dabbling with an early version recently and don't mind confessing to having our socks well and truly blown off by the game's graphical splendour. The character animation ranks among the best we've seen and the spot Mode 7 effects are stunning beyond belief – one of the later levels even includes a rolling landscape effect rivalling Konami's mighty *Axelay*. The game is shaping up to be enormous and you can count on the full low-down next month.

Other titles include the licensed-from-American-TV-network sports title *ESPN Baseball*. It boasts rotoscoped player animation and automatically gains itself the honour of being the first official UK SNES baseball sim. Bearing in mind we've only ever seen one baseball sim actually worth buying, namely *2020 Baseball*, we'll hold back until the full review next month before we make any judgement of its worth.

And finally, treading the path worn by *Super Putty* and *Claymates* comes *Super Morph*, another platformer, this time featuring a malleable lead character which alters its appearance depending on its current environment. The name is somewhat misleading – our favourite Chas or Tony Hart's hands are nowhere to be seen – but it bears promise, if not originality.

While we're on the subject of Sony, we ought to rectify a mistake which we made last month. In the New To The UK re-review of their *Legend* we failed to mention that the UK version includes a turbo speed option. Activating it enables the players to manoeuvre and attack more quickly than was possible in the US version, making the game that bit more adrenaline-charged. Apologies are due to all concerned.

Minky Momo and her cute friends. Our fave is that dog/bear thing on her left.

That's Teeta in the middle. She's surrounded by her devoted pet-rescue team. Got a pet needing rescue? Then phone them.

## Helen McCarthy crosses the Pacific to visit the anime conventions.

# ANIME WORLD

Pronounced 'ah-nee-may'

AMERICAN ANIME

Above: More *Plastic Little* pictures. Sadly, we haven't got as many pet-rescuing images as we'd like.

Top Right: And of course, *Plastic Little* has its own magic. Bottom Right: And Teeta, as leader of the gang, is the one with the biggest eyes and the cutest mouth. And a lovely haircut.

**The USA has had anime fandome for years. Anime has been shown on TV since Tezuka's series *Tetsuwab Atom* (*Astro Boy* to his American fans) made his first trip across the Pacific in the late '60s, and 'organised' fandome in the form of clubs, meetings, and fanzines – crystallising into a 'movement' around 1977 according to American historian Fred Pattern. And the USA has had fan conventions for years. Yet the two ideas didn't come together to form the Forest Dedicated Anime Convention until 1990, a year before British fandome had its first event.**

Of course, being Americans, they do it bigger. Anime Expo, the convention I attended over the Fourth of July weekend proved just that. Held in the Anaheim Marriott hotel, a place so big that three other conventions went on at the same time without ever coming into close contact other than people passing en route to one of the bars and carpet so plush you could lose your way in its pile. It had a jam-packed programme and, even with my AUK colleagues Steve Kyte and Peter Goll to help, there was no chance of covering everything even assuming we could have prised Steve out of the dealers' room for longer than it took to eat!

There were two full video programmes – 20 hours a day each. (They had to shut the halls for cleaning for the other four, or so we were told.) This was in addition to the conversation TV channel, AXTV, which showed 24 hours anime video in every room of the Marriott for the whole three days. Rumour had it that there were at least three registered attendees who just vanished into their hotel rooms at 9am on Friday and didn't emerge until midnight on Sunday when AXTV stopped broadcasting. Classic TV shows like *Zgundam, Magical Princess Minky Momo, City Hunter* and, of course, *Bubble Gum Crisis* were broadcast alongside newer contenders like upcoming UK and US release *Plastic Little* (coming to us from Kiseki, to America form US Manga Corps) most items are subtitled by a dedicated group of fan teams who had worked round the clock to get material ready for the non Japanese speakers at the convention to enjoy.

**'There were two full video programmes – 20 hours a day each.'**

The Japanese speakers had their hands full with the guests. Despite massive guest fallout, the convention still put on a good show in that department. Cancellations are common when dealing with anime professionals, their workload just cannot be predicted, and when they're involved in a major project unexpected problems can arise which mean they have to stay in Tokyo rather than get on the plane and come to the con. This was the case with Mikimoto Harukiko, chara designer for *Macross Plus;* a meeting was rescheduled for the Saturday of the convention, so his weekend trip to the USA turned into a working weekend at home. Kitazume Hiroyuki and Kawamori Shoji has the same problem. They were ably replaced by Yuuki Nobuteru, chara designer and director for, among other hit show, *Record of Lodoss War* and *Gummn aka Battle Angel Alita,* and Matsumoto Izumi, creator and writer/artist of *Kimagure Orange Road* and other manga hits. Scott Frazier, the first gaijin ever to have worked in the anime industry who now runs his own studio, was a guest and brought along a film of his latest project. Tao Studio is working on animation for the new *Gatchman 2* OAV series, due out in October. He told us this was a world first, as the preview film and chara designs hadn't been shown to Japanese fans yet! *Science Ninja Team Gatchman* was a huge hit '70s and '80s and, under the US titles *Battle of the Planets* and *G-Force*, is loved by many British fans as well. A surprise addition to the Lightwave software used for sfx on *Seaquest DSV* and *Babylon 5,* who is currently working on a new anime project.

I was lucky enough to interview Yuuki-san for *Anime UK Magazine* and was amazed at how modest and quiet he is. Still only in his early 30s, he started to work in the anime and manga industry as an amateur, doing shara drawings and designs in the evenings. Eventually his talent and persistence got him into the industry where he made rapid progress and is now but one of the most sought after directors on Japan. He is currently considering two new projects, the *Bastard!* movie and the film of *Clamp's* manga X, and he'd brought along the 'image video' (a short promo film) for *X2* to show at the convention. The anime version of *Clamp's Tokyo Babylon* has recently been release by Manga Video and their distinctive style is already popular with British fans. Asked if there would be any more *Lodoss War* episodes. Yukki-san teased that since the OAV Ryo's eight novels, this is quite possible!

American *Lodoss* fans were delighted with the news that Central Park Media has acquired the series for the US release. As I write, its UK release still hasn't been announced, but with just about every company in Britain bidding for it seems we won't have to wait forever! Other upcoming major US releases are *Macross Plus* and *Orguss 02,* the new versions of classic anime, and one the best loved films of all, *Wings in Honneamise,* getting its US subtitled release from La Hero later this summer. And Robert Woodhead of the songs from the dubbed version of *Bubble Gum Crisis* on which he's working at the moment. The success of the *Riding Bean* dub in the awesome task of replacing the cyberpunk icon's stars with American actors and singers, and fans of the Knight Sabres are waiting to see how far they succeed.

Fan activity was just as prominent as industry stuff at the convention. A large and well presented art show had some wonderful pieces, with Crystal Gronnestad, winner of last year's scratchbuild championship, eagerly sought after for her glowing watercolours of *The Dirty Pair* and other anime heroines. A whole sheaf of fanzines had done all their bit for deforstization with special convention issues, and there were more parties than one human being could possibly survive. The Masquerade had some magnificent entries, including a gorgeous *Sailor Moon* (a dead ringer for the anime chara with endless

Mihail, from *Plastic Little* is the grumpy old bloke, natch.

legs and hair). By Sunday night we were exhausted. And at the end of July, in San Francisco and Philadelphia, the whole thing happens again with two US anime convensions in one weekend! As I said, Americans do it bigger.

**ANIME CONTACT**

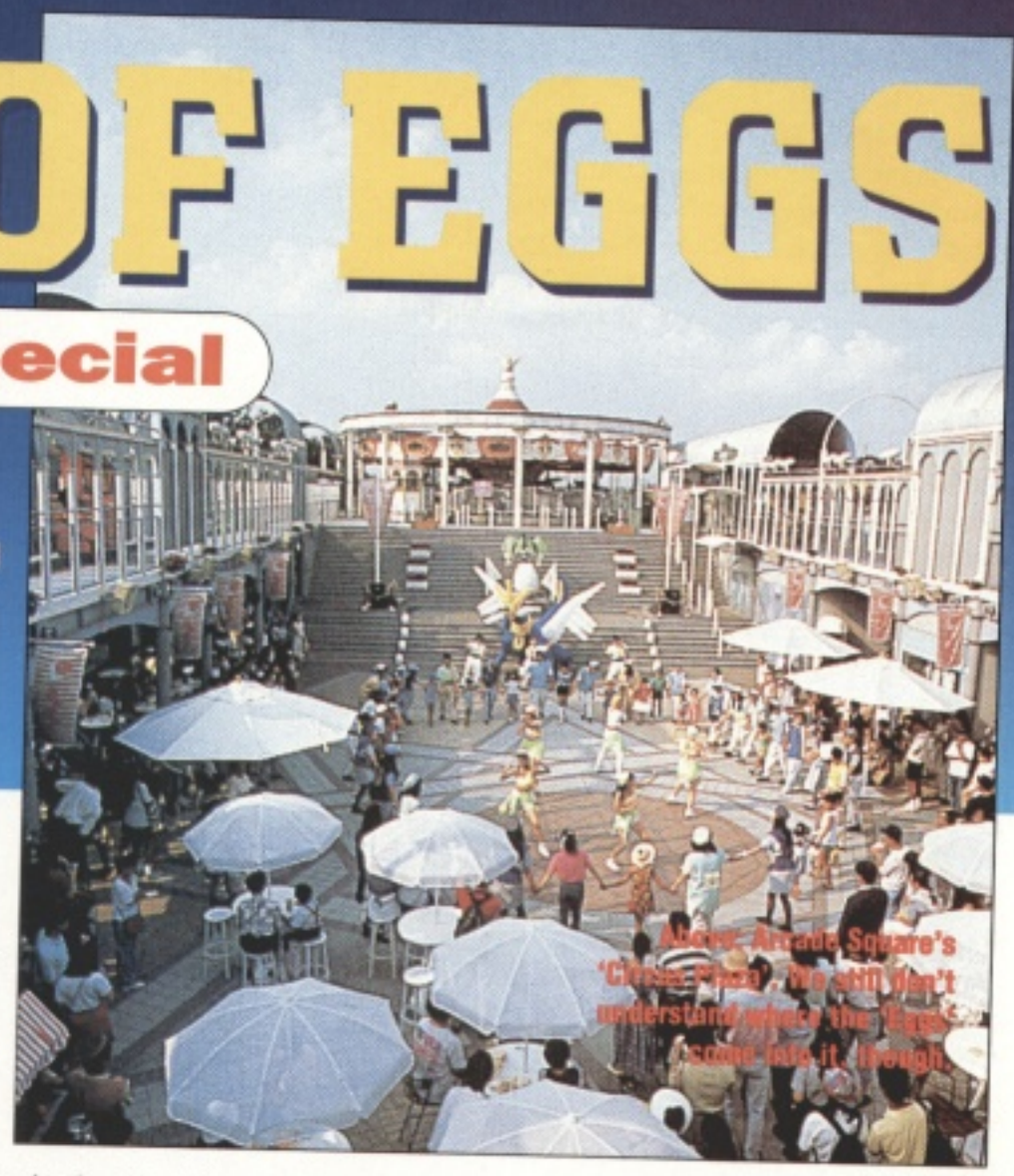
***Anime UK*** **magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.**

The famous *Battle of the Planets* – one of the first anime-style series shown on UK network telly.

# EMPIRE OF EGGS

## A Live From Hell City Special

**Despite the commonly-perceived stereotypes of work-obsessed salarymen trapped in a rigid social structure, *Super Play* has always strived to show that the Japanese know how to have big fun. Our man in the East reports on the latest excitement-packed venue to provide thrills and spills for Tokyo's pleasure-seekers.**



Above: Arcade Square's 'Circus Place'. We still don't understand what the Eggs scene has to do with it though.

The date: 16 July. The place: Futako Tamgawaen, a small town in the suburb of Tokyo. The event: Namco unveiled their new urban theme park, a hi-tech entertainment complex dedicated to state-of-the-art attractions. Its title: the 'Empire of Eggs'; a far more intriguing name than its subtitle 'The World of Amusement Alchemy'.

This isn't the first of its kind: two years ago Namco created a similar park with the equally bizarre and unfathomable name of 'Wonder Eggs'. Building on the lessons they had learnt from the first venture, the Japanese company decided to compliment it by building an adjoining twin park with more up-to-the-minute rides.

Left: the voice-operated karts take a bit of practice to use, and it often degenerates into hi tech dodgems. But where are these 'eggs'?

An early artist's design for the theme park, with cutaways of the rides. Not an egg in sight, though.

### Namco Magicedge Entertainment Centre 'Fighter Camp'

Ever wondered what it would be like to fly a top-notch jet fighter? If you're the sort of person who got bored by *Top Gun* when the actors were on screen then this is your chance to prove you've got the right stuff. Developed by Namco and Magicedge Inc (the latter being an American company involved in computer graphics), *Fighter Camp* is the first genuine flight simulator open to members of the public. Twelve players split into six teams of two and are taught to fly an aeroplane by Namco's instructors. They are briefed authentically, given a list of mission objectives and aided by advice communicated over the 'radio' by the operating staff. The simulator's six networked cockpits each house a pair of budding co-pilots,who must complete their mission and return in safety to base.

The flight itself lasts some 30 minutes, which gives you plenty of time to get involved in the mission. *Fighter Camp* is the park's main attraction, and Namco expects many players to come back to this for a second or third go.

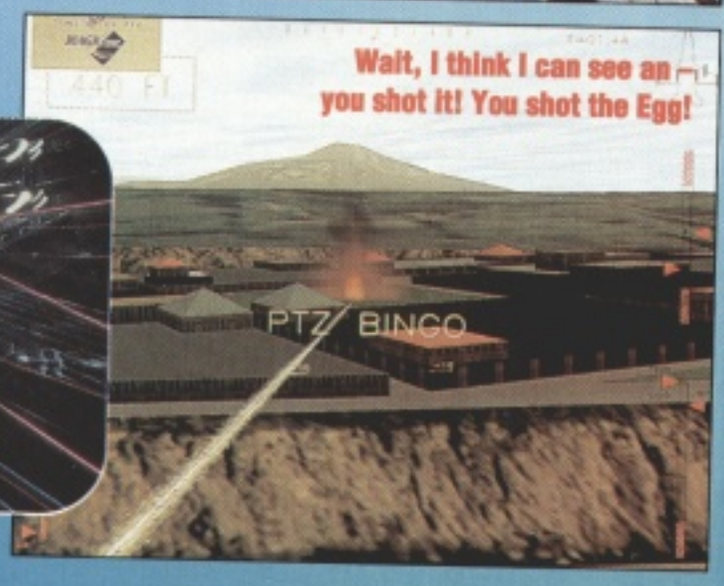
If that's a bit serious for you then wander over to the Movieride 'Miracle Tours' building. Seated on a moving hydraulic platform synchronised with an impressive computer animation, you're placed in a futuristic motor race inside an enormous pinball machine. It's not exactly interactive – just sit, watch and go 'Oooh!' with the other 55 people on the platform – and, at only ten minutes long, it's all over too quickly. But the animation (developed by Showscan, another US company) is impressively realistic and contains a few gut-felt surprises.

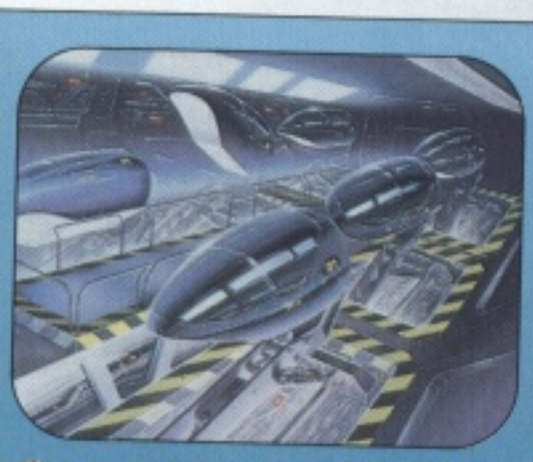
Maybe a spot of real-life Mario-karting could test your skills? Developed by Namco itself, *Drift King* is a racing game in which you compete with five other players around an 80m track. The novelty of the attraction is that it features voice recognition: you control your cart by shouting at it! Alas, this ride also is over all too soon.

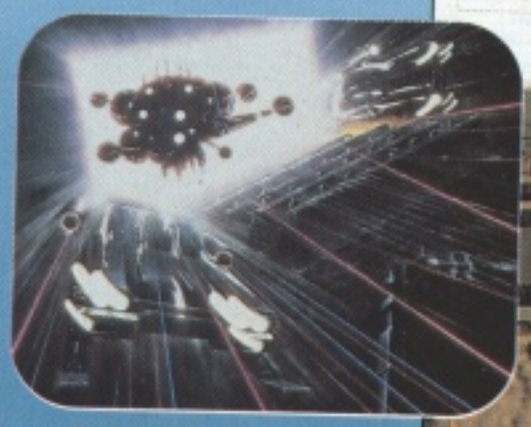
The Q-ZAR arena is a live-action laser shoot, which pits two teams of 20 against each other in a dark futurescape. During the game your team co-ordinator communicates advice to you over a radio, and at the end of the game you're awarded a personal skill rank as well as a rating for your team.

After that, what better than to test your skills on Namco's renowned coin-ops? The 'Cyber Station II' amusement area has all their latest cabinets, so it's a few hours before any true game freak can drag themselves away from this part of the park. The day's rounded off with a spot of dinner on the cafe terrace, where acrobats and performers entertain the weary crowds. The *Empire of Eggs* will certainly give you a few ideas to try out when Bullfrog's *Theme Park* hits the SNES...

Seat-of-the-proverbial-pants graphics in *Fighter Camp*.







Above right: Miracle Tours computer animation – race a futuristic car through a science-fictional environment.

# PAC TO THE FUTURE

**Say the word 'Namco' to most people nowadays and they'll inevitably spiral off into drooling praise for the company's 3D endeavours – things like *Starblade, Galaxian 3* and of course the incredible texture-mapped driving frenzy, *Ridge Racer.* And poor old *Pac-Man,* arguably the character solely responsible for the company's Nintendo-rivalling success, gets left by the wayside, forgotten and uncared for. But it looks like Namco are looking to change all that by bringing him back into the public eye via two new *Pac* titles set for release in the coming months.**

## PAC-MAN 2

**This is the first Pac-cart, and at first glance it looks to be an expansion upon the cult coin-op *Pac-land.* However, things couldn't be further from the truth – it is in fact an 'interactive cartoon' (that's Namco's terminology, by the way).**

There's no platform hopping here: instead the player indirectly controls Pac-Man by the use of a pointer device to pick out objects and generally lend a guiding hand. By bringing these items to Pac's attention, he'll approach them and try to do something with them – though not always what you might expect, it must be said. It's vaguely reminiscent of Codemasters' Dizzy series in the way certain objects need to be searched out and brought together to solve puzzles, but the quality of animation, the slick presentation and the Pac-Man lead character ensure that the whole affair is more rewarding and, quite simply, fun.

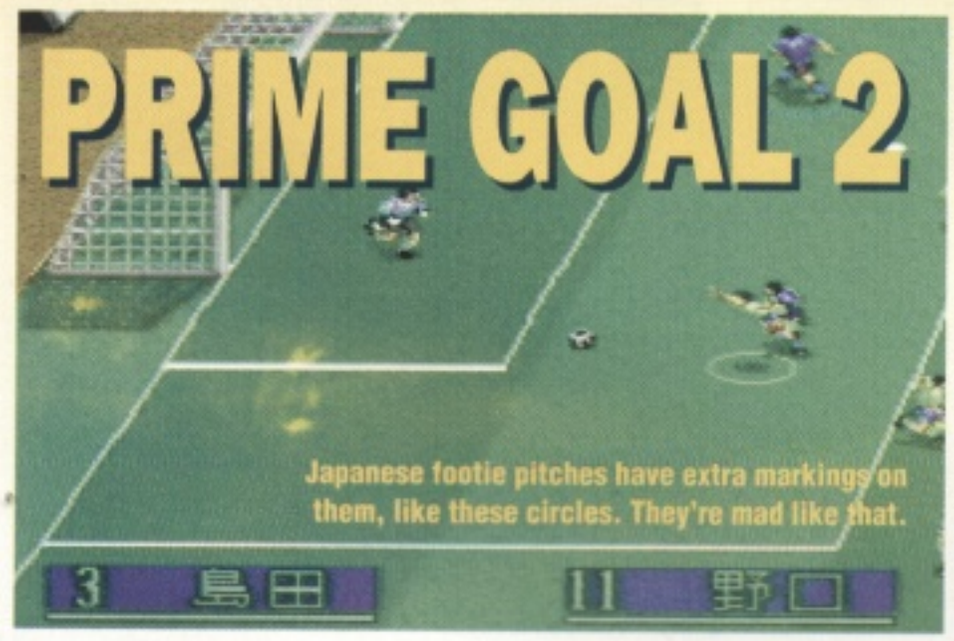
**Above: He could never do this sort of thing in my day.**

**Left: And where have Inky, Blinky and co gone?**

**Don't bother Pac, you never know where you are with trains any more.**

**Right: 'You want me to do *what*?'**

## PRIME GOAL 2



**Japanese footie pitches have extra markings on them, like these circles. They're mad like that.**

**If you follow the SNES football scene as religiously as Gasheads do their teams 'endeavours' in real football, then you'll already be aware of *Prime Goal,* reviewed in issue 13, scoring 75%.**

**Now that's what I call a flag. It must have taken flippin' ages to cut it into that shape.**

It played a slow but solid game and featured a number of obscure Japanese nuances, most strange of which being the annoying anime-style cutaway tackle screen which appeared during a challenge. Namco obviously had no complaints about it from other quarters, though, as it remains in *Prime Goal 2,* the distinctly un-*Pac*-like member in its trio of new titles. We've played the Japanese version briefly and felt that while it was an improvement on the original, the aforementioned anomalies will need some looking at if it is to compete with the likes of *FIFA* over here.

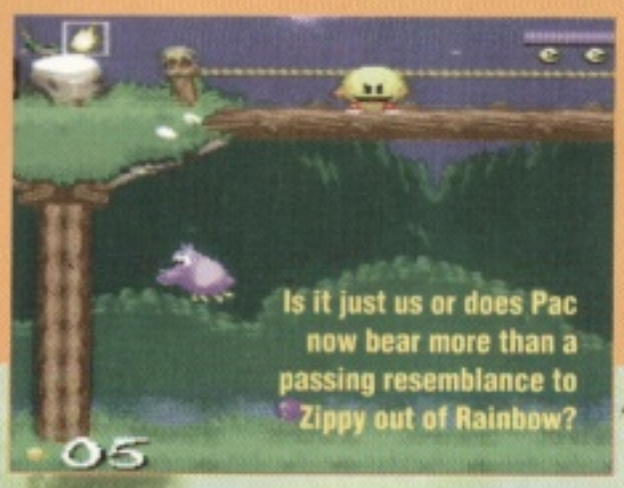
Namco's UK release schedule is something to get excited about, they're among the finest developers around and it's reassuring that even with their excessive Play Station commitments, they're still demonstrating significant interest in the SNES world. Count on *SP* to keep you posted.

## PAC IN TIME

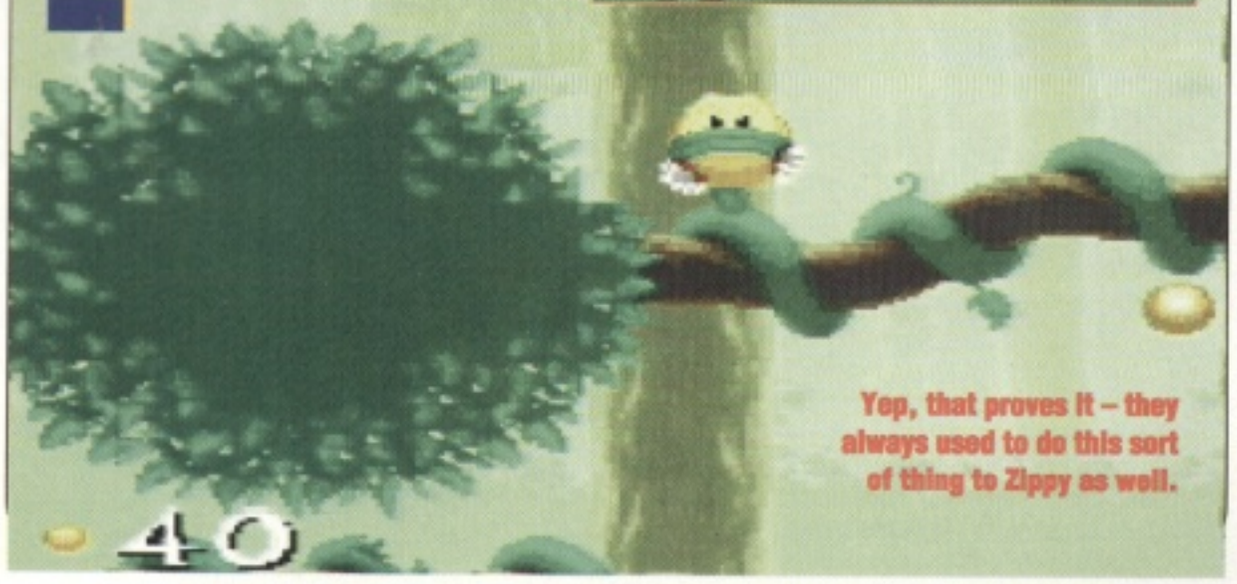
**If all that sounds too laid back then you'll be interested in Pac's other planned outing, *Pac in Time.* Namco has really gone to town in dragging him into the '90s with this game, as his appearance features a pseudo-light-sourced shading effect giving him a uniquely spherical quality in comparison to the cardboard cut out standards of the original. It's an action title, set in a platform environment which scrolls with the smoothness of a warmly-oiled Hugh Grant.**

Pac bounces around rather than jumping, and by bouncing on the spot he can increase the height he reaches. The yellow avenger also displays a neat line in *Dangerman*-style equipment, such as his sticky rope for swinging across gaps and his super hammer with which he can bash all and sundry in a manner *Hammerin' Harry* would be proud of.

**We're still waiting for the *Pac-Man* cartoons to be repeated. They were good.**



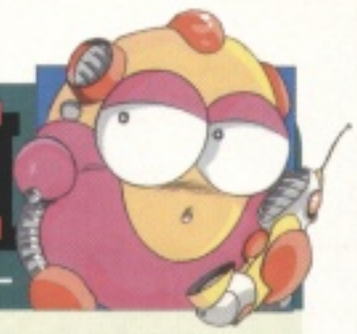

**Is it just us or does Pac now bear more than a passing resemblance to Zippy out of Rainbow?**




**Yep, that proves it – they always used to do this sort of thing to Zippy as well.**

# BLABBERMOUTH

## with Kris and Tel



**Want the low-down? Then you need special agents – men of steel, trained in state-of-the-art surveillance and dedicated to the cause of industrial espionage. Unfortunately, we only have Kris and Tel.**

☎ So *Secret of Mana's* finally coming out in the UK, eh Kris? That can only be a good thing. But the *Super Play* team had a serious call from a big cheese at Ninty UK, requesting them not to damage UK sales by reviewing the import version. Seems they didn't know that Ted Woolsey's American translation came out a year ago. Neither did they seem to be aware that it was consequently reviewed by every SNES-covering magazine, including a certain supposedly-official big N magazine. Oops. No wonder it's taken so long.

☎ You know what you were saying last month, Tel, about a divergence in Nintendo's Japanese and American R&D games development? It seems Capcom are going the same way. They intend to develop home-grown software at their US headquarters in Sunnyvale, California. 'We believe that the US R&D division can be even more responsive and in tune with the needs of our consumers and the trends that shape the American market.' said George Nakayama, the president of Capcom, to his best mate. 'The creation of an R&D division within Capcom USA is of tremendous significance to American-based retailers and to millions of game enthusiasts.'

☎ Hmm, I'm not sure about that – after all, Capcom's classic games were designed out of their Japanese offices. 'Trends that shape the American market' means film and TV licenses, surely? Still, the Japanese branch will still be inventing new games, so we could have the best of both worlds. *Mega Man X 2* is on the way, and that'll come from Japan.

☎ Were you sufficiently impressed by Earthworm Jim at CES, Tel? It seems that Dave Perry, head of Shiny Entertainment, felt extremely dissatisfied with it after he'd seen the amazing graphics achieved by Nintendo's *Donkey Kong Country*. So he took it back to the drawing board and re-drew some of EJ's graphics. But he still wasn't happy with the way it looked, so he increased the cart ROM size to add more frames of animation and even more detail to the graphics. The SNES version will now weigh in at a pudgy 24 megs.

☎ You're a footie fan, aren't you, Kris? My discreet phone taps tell me that Konami intends to bring us yet another footie game: this one started out as *Perfect Eleven*, a J-League game. The bad news is they intend to remove the running commentary, the most sophisticated seen in any SNES game yet, which is what made it stand out at recent Super Famicom trade shows. It would be impossible to replace the sampled Japanese voice-over without major changes to the code of the entire program: Konami has settled for occasional speech. *World Soccer Superstars* seems to play a decent game of footie, but it's still a shame that we won't have Saint and Greavsie sharing their wisdom with British SNES owners.

☎ Never mind, Tel – it could have been Roger Malone. Finally, have you heard the story that *SSF II Turbo* is on its way to the SNES? An American magazine called EGM recently ran the 'rumour' that it would be in the shops for Christmas, resulting in a flurry of anxious and curious calls to the *Super Play* offices. Of course, no one but Capcom itself really knows if this is the case, but let's face it: would they really have released the first cart if *'X'* was just a couple of months behind it? I can't think of a better way to lose loyal customers than to rip them off twice. I remain sceptical of the Q-Mann's sources – particularly when you see the jokey 'artist's impression' they ran of *Cruis'n' USA*. Heh heh...

☎ Hang on Kris, I think we're being bugged ourselves! I'll just switch on my jammi...

**And there we must leave our intrepid goss-gatherers for another month.**

## GUIDE TO BUYING MAIL ORDER

### TEN STEPS TO SAFETY

**When you're buying from any mail order company, it's worth following these Super Play guidelines:**

1). **Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.**

2). **Always read the small print on adverts.**

3). **Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.**

4). **By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.**

5). **If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.**

6). **Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.**

7). **If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.**

8). **When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.**

9). **Always order from the most recent issue of Super Play.**

10) **If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.**

**Nintendo of America was guilty of infringing a games technology patent, a NY court ruled last month.**

The case had been brought by the Alpex Computer Corporation, a small games software developer who went bust just after the claim was filed back in 1986. As a result of the decision, Nintendo will be forced to pay out $208 million in damages.

The patent concerns the methods by which character sprites move and interact – a fairly basic technique which applied to the profitable Mario games and many more. Alpex originally filed for $413 million, but the conclusion of the case may affect the outcome of others: besides Nintendo, the company filed litigation against no less than 72 other software houses. Some have already settled out of court.

NoA chairman Howard Lincoln called the ruling 'preposterous', stating that Nintendo would appeal against it. 'While Nintendo continues to believe in the fairness of the American jury system,' he said, 'this irrational verdict against a Japanese company and its US subsidiary, together with a damage award which literally defies belief, is unfortunate because it inevitably lends substance to foreign distrust of the American legal system.' Er – how does a fair system produce an irrational verdict, Howard?

## NINTENDO BREAKS THE LAW

# CHART THROB

**The *Super Play* charts. Almost as dark as the chunky core of this proverbial Feast. Well obviously not, but you get the gist.**
**(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 471, Channel 4. And that's his sixth skill, that is.)**

## OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ▶ NON-MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▶ **FIFA INTERNATIONAL SOCCER** Ocean
'A cracking conversion from the Mega Drive, plus some extra bits thrown in.' 89%

2 ▲ **WORLD CUP USA '94** US Gold
A jolly competent football game with lots of lovely features and things. 92%

3 ▲ **ROCK 'N' ROLL RACING** Interplay/Ocean
A perfect blend of racing thrills, explosions and bouncy cars with huge shock absorbers. 91%

4 ★ **WORLD CUP STRIKER** Elite
An update of *Striker* with foreigners – a high-class footie game 91%

5 ★ **CLAYFIGHTERS** Interplay
A fun beat'-em-up with real clay models turned into digital images. 85%

6 ▲ **SIM CITY** Maxis/Nintendo
'It's so addictive it probably ought to be illegal', as we said in our very first issue. 84%

7 ▼ **NBA JAM** Acclaim
Slick gameplay, great visuals and a hyper addictive four-player mode. 87%

8 ▼ **STARWING** Nintendo
A fast, smooth, stunningly playable and addictive shoot-'em-up. 93%

9 ★ **KEVIN KEEGANS'** Imagineer
Veritably the perm of football games. Surprisingly popular, though. 59%

10 ▼ **SUPER MARIO KART** Nintendo
Still in the charts, and a classic SNES game. One of *Super Play's* best ever, in fact. 93%

*World Cup '94*. Some people are on the pitch. They think etc.

Right: *Rock 'n' Roll Racing*. Hello Cleveland!

Left: *Sim City*? Why not have a game called Sim Sit-com? eh? It'd be great.

## UK IMPORT CHART

Compiled for *Super Play* by Zap Computers

1 **SUPER STREET FIGHTER II** Capcom (US)
2 **STUNT RACE FX** Nintendo (US)
3 **BREATH OF FIRE** Square Soft (US)
4 **SECRET OF MANA** Square Soft (US)
5 **SATURDAY NIGHT SLAM MASTERS** Capcom (US)
6 **SUPER SHOOTOUT** Capcom (US)
7 **SUPER METROID** Nintendo (US)
8 **MEGA MAN X** Capcom (US)
9 **JUNGLE BOOK** Virgin (US)
10 **SUPER BOMBERMAN 2** Hudson Soft (JAP)

## JAPANESE CHART

Compiled by Wil Overton

1 **SANSARA NAGA 2** Victor
2 **SUPER STREET FIGHTER II** Capcom
3 **SWORD WORLD SFC 2** T & E Soft
4 **SAILOR MOON S – PUZZLE GAME** Bandai
5 **FINAL FANTASY VI** Square Soft
6 **DERBY STALLION II** Asuki
7 **SUPER BOMBERMAN 2** Hudson Soft
8 **SUPER FORMATION SOCCER '94** Human
9 **YU-YU HAKUSHO 2** Namco
10 **WILDTRAX** Nintendo

## AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **SUPER STREET FIGHTER II** Capcom
2 **FIFA INTERNATIONAL SOCCER** Electronic Arts
3 **HARDBALL '94** Accolade
4 **LUFIA: FORTRESS OF DOOM** Taito
5 **NBA JAM** Acclaim
6 **NHL HOCKEY '94** Ocean
7 **SUPER METROID** Nintendo
8 **JOHN MADDEN NFL '94** Electronic Arts
9 **NBA SHOWDOWN** Electronic Arts
10 **KEN GRIFFEY JR PRESENTS: MAJOR LEAGUE BASKETBALL** Nintendo

Left: *Breath of Fire* scorches in at number three, in a sense.

*Secret of Mana*: better than *All Night Long* off the telly.

*Super Street Fighter II*, eh? Not much of a surprise that we see that at number one. Seeing *Breath of Fire* is a bit if a surprise, considering that it hasn't had much press. Also a surprise is *Super Shootout*. We didn't expect that. Another surprise is the Keith Barron sit-com *All Night Long*. What is that all about?

*Final Fantasy VI*. Out next month is in the Americas.

We're pleased to see that the Japanese are still a bit crazy. *Sansara Naga 2* is an RPG with bug-eyed cute characters in it. That's all we know about it. Anyway, *All Night Long*. What a programme. And Keith Barron was in *Duty Free*, too, so you'd think he'd know a decent sit-com when he saw one. (*Eh? – Ed*)

*Super Metroid*. If this was a sit-com, it would be *Please Sir!* or maybe *My Wife Next Door*.

*George and Mildred*? What on earth is going on there?

Remember The *Liver Birds*, *Butterflies* and *Bread*? What have they all got in common? Here's a clue; we don't mean that they were all written by Carla Lane.
Anyway,what about *Oh No! It's Selwyn Froggit* and *Only When I Laugh*? And *Honey for Tea*. You can keep 'em. We like *On The Buses* best.

It was a time of thunder and time of death. Oh, let's not do a caption in film trailer style. Let's just say that *Blackhawk* looks jolly good fun.

Interplay • 8 meg

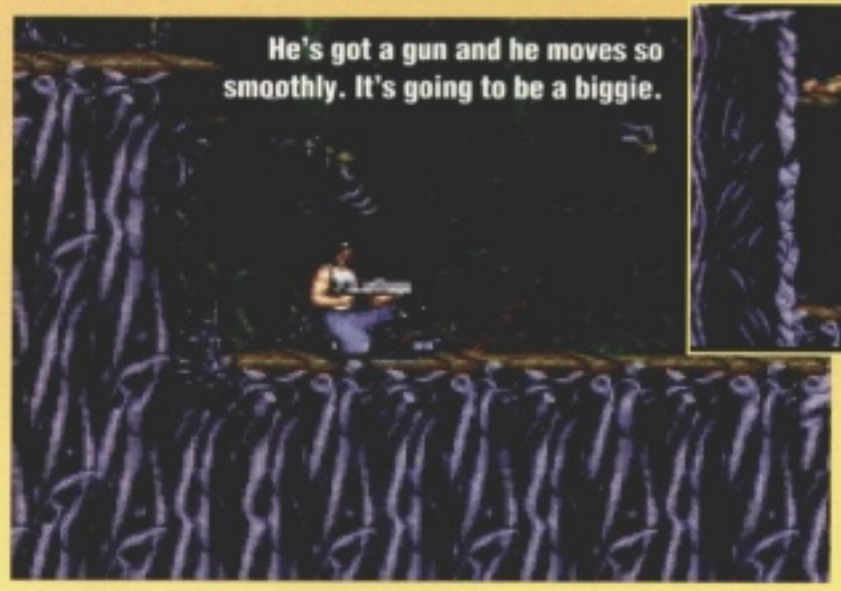
# BLACKHAWK

**Changing its name for the UK market (the original name of *Blackthorne* is already taken by a proprietary brand of dry cider), this *Flashback*-style platform shooter was one of the more promising titles on display at the Summer CES in Chicago.**

Copying *Flashback* perhaps a little too closely, Kyle Blackthorne is having memory problems. His quest to discover the truth about the past brings him into conflict with mutants called the Ka'Dra'Suul, and he ends up trying save the peaceful Androthi race from enslavement by leading them to rebel against their evil masters. But plot aside, what you really need to know is that yes, you have a gun; and yes, you get to use it plenty.

Rotoscoping accounts for the realistic movement of the sprites, and there's plenty of *Prince of Persia* precision jumping and ledge-clinging. Kyle's gun is capable of single shots, rapid fire, even a cool behind-the-back-without-looking John Woo move. Apart from the obvious blastfest potential, there's a bit of thinking to do too. Every level is a puzzle in itself, and you have to discover the correct items and use them appropriately before the route to the next level opens up.

In fact, the whole thing resembles *Flashback* so closely that we ought to point out it was developed by US company Blizzard, and not French coders Delphine. The graphics aren't quite up to Delphine's standards, despite their detail, and Kyle looks disturbingly like that Reno bloke from ITV's Renegade. Nevertheless it seems to play well, and will serve those of us still waiting for some sign of a *Flashback 2*. We'll have more on *Blackhawk* next month.



He's got a gun and he moves so smoothly. It's going to be a biggie.

**Of course, *Blackhawk* is a proprietary brand of American helicopter. Obviously Interplay didn't see that one coming. Dry cider indeed. What about choppers?**

# CLAYFIGHTER II

Interplay • 24 meg

Clay animals ahoy! It's nice to see a reprise to the popular *Clayfighter*.

**Not to be confused with *Clayfighter: Tournament Edition*, which is just a tidied-up version of the first game, *Clayfighter II* has six new characters and eight all-new stages.**

Only the Blob and Mr Frosty remain from the first game, which now stars Hoppy the Bunny, Kan Goo Roo and an as yet un-named weasel pirate captain, replete with wooden leg, hook prosthesis and all. Like the first game, this has been created with 'Claymation' techniques, filming real clay models and digitising the frames of animation to create the sprites. The programmers at Visual Concepts are still working to finish the game, which should get an American release around Christmas. We'll have more news of the UK version when a distributor for the game has been agreed.

## Winners! Winners! Winners!

### WHAT SCREENSHOT?

You certainly know your games, you lot – but it was Phil Halliwell of Shotton Colliery, Co Durham who wins issue 21's competition by correctly identifying all the pictures used in our What Cart section. Justin Davies of Newport, Gwent was the victorious entrant for issue 22's compo, and both of them will be receiving *Super Play* goody bags shortly. If you fancy a crack at it yourself then turn to page 84 and see if you can recognise all the games depicted therein.

## COMPETITIONS WINNERS

**Right, it's time to catch up with some recent page 5 panel competitions. And indeed they have been tricky. Very few people got them right. In fact, very few people entered them, so we'll give mentions to the best and fullest answers as well as the winners;**

**THE TRICKY COMPO**

Q What were the Hiryu and Soryu?
A Japanese aircraft carriers of World War Two, both sunk at Midway.

**WINNER**

C Marshall of Winchester

**CLOSE RUNNERS UP**

Mr D Peters of Penyffordd, Chester.
Mr M Wood of Netherall, Leicester.
Elvin Liow of Singapore.

**THE SONG COMPO**

Q Who sang the lyrics; Now if they take it H G Wells/Well I'll be on the first flight/To a time before the Kong?
A Frank Black. The song was Whatever happened to Pong? from the album Teenager of the Year.

**WINNER**

Edward Peel of Montpelier, Bristol

**CLOSE RUNNERS UP**

Haböck Sebastian, Vienna, Austria
Simon Stone, Pentwyn, Cardiff
Ian Gilroy, Fareham, Hants

**SUPER QUIZ**

Yo! Illin', man. MC Kevin and the Ilfracombe rap posse here in da house! Let's give it up for da Supa Quiz, homeys! Techno! techno! techno! We're back behind the mike so prepare yourself for a nuclear strike/Wherever we go we cause a commotion, and we jus' call it a funkadelic rap explosion/We're in da house, loud as a mouse and we move faster than Andy Rouse!/Get outta our face, we'll give you a race and we'll beat ya with our masterbeat rappin' pace.

**QUESTIONS**

**Easy**

1 What's *Kikikaikai* also known as?
2 What was *SOS* called on import?
3 Which footy game featured 'Striker' the official World Cup dog?

**Medium**

1 Which company released *100% Cotton?*
2 Why are there so many raccoons in Japanese games?
3. Who's Darien Lambert?

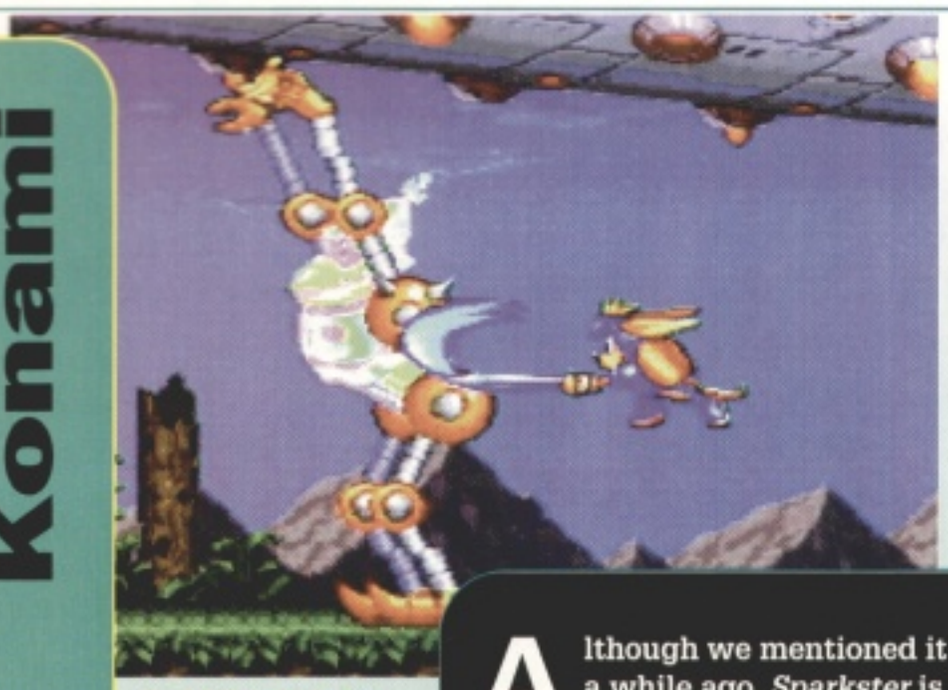
**Hard**

1. Name a football game in which you can cut up your opponents (literally).
2 Who programmed *Virtual Soccer?*
3 In which game can you see Shampoo?

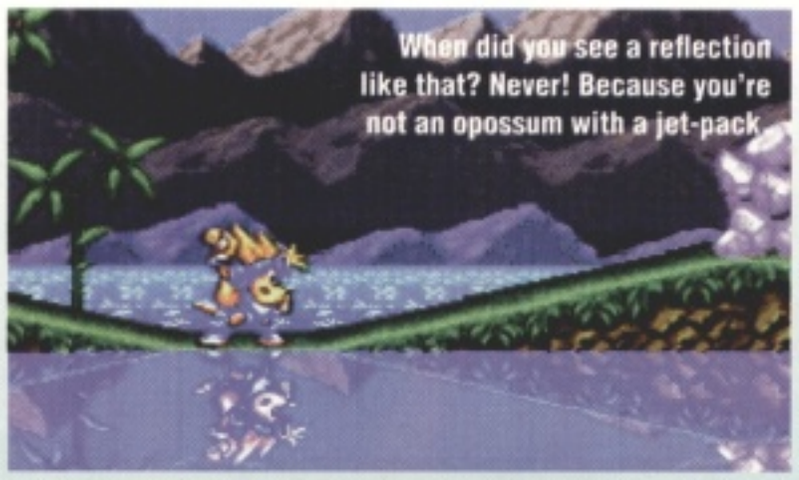
Er, hello. Kevin's dad here. I'd like to apologise for my son's behaviour. Honestly, this so-called 'rap' music he listens to. In my day we had that nice Mr Mozart. And you could hear all the words. Anyway, I've sent Kevin to bed. D'you know he tried to get me to motor through central Ilfracombe while he performed a 'drive-by' with his 'Glock' on Mrs Robertson at the library. Tchoh! Oh, and the answers are on page 98. Cheerio.

# SPARKSTER

## Konami



Well it's a sort of steam-punk, anyway. The colours are nice though. They go well with the curtains in our front room. Not sure about the orange, though. A bit common.



When did you see a reflection like that? Never! Because you're not an opossum with a jet-pack.

Although we mentioned it a while ago, *Sparkster* is now in the final stages of development and is shaping up nicely. Konami seems to have embraced the steam-punk genre once more and placed firmly within it the cute little rocket-powered opossum.

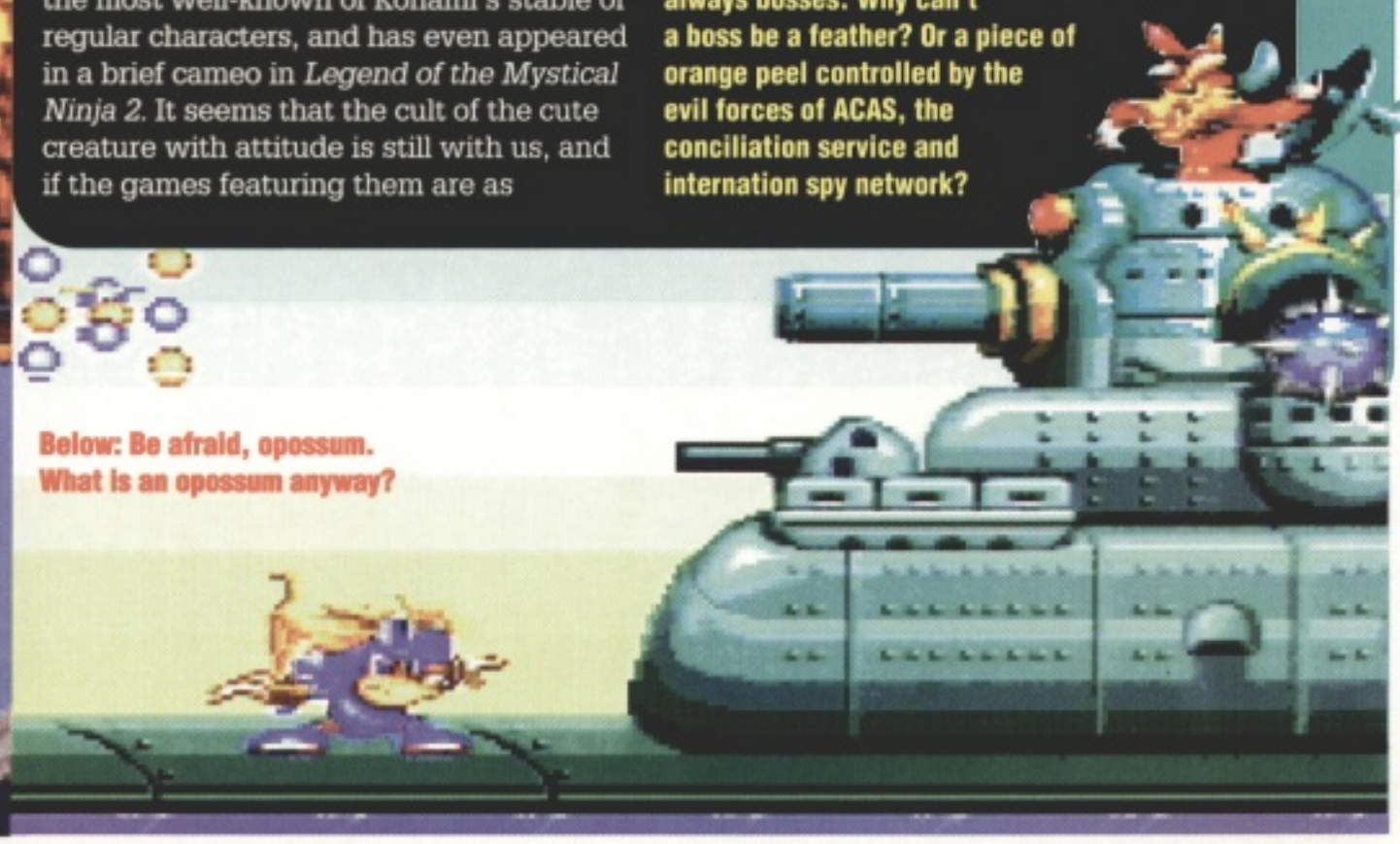
Game Freaks will know that *Sparkster* débuted on the Mega Drive in the rather successful *Rocket Knight Adventures:* **apart from the obvious improvement in graphics, he now has a couple more abilities (including a flaming hop rather like Guile's charging knee) to add to his sword swinging, tail-hanging repertoire. On the Mega Drive he faced an evil empire of pigs: now it's the turn of some stormtrooper wolves and their evil commandant to give him a hard time.**

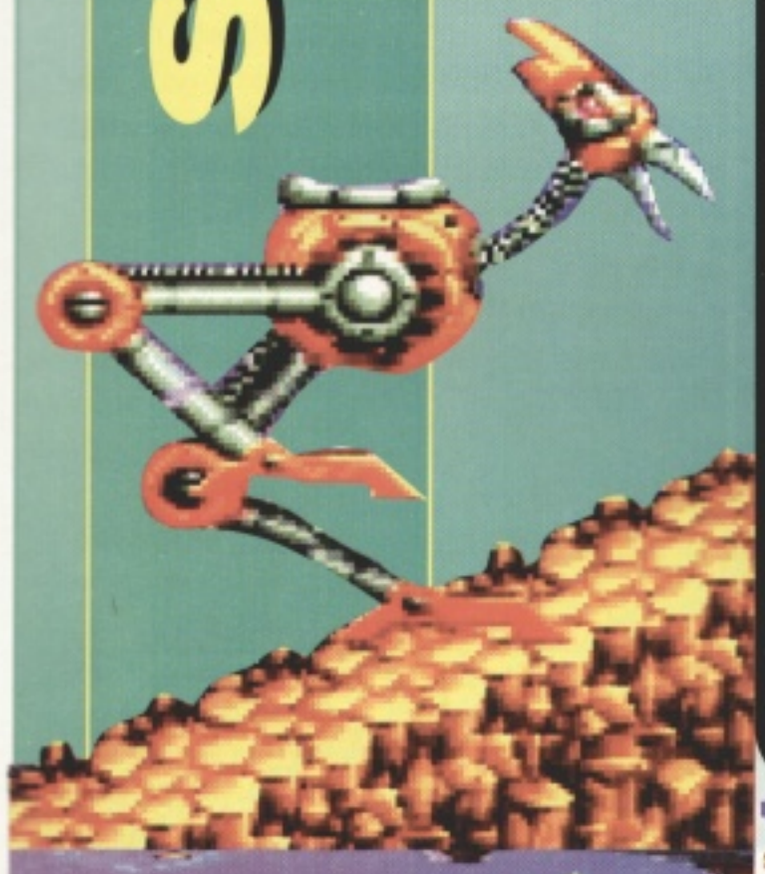
Unfortunately, we don't know the significance of this. In Konami fashion, each section of the game has a distinct style of play. On one level you'll be running along in a mechanical bird, on the next you're trying to climb to the top of a rapidly flooding submarine. There's even an overhead shoot-'em-up section.

*Sparkster* is swiftly becoming one of the most well-known of Konami's stable of regular characters, and has even appeared in a brief cameo in *Legend of the Mystical Ninja 2.* It seems that the cult of the cute creature with attitude is still with us, and if the games featuring them are as promising as *Sparkster,* this can only be a good thing.

Konami's game based on Batman: the Animated Series is also nearing completion. The latest news from the States is that Warner Bros want to make the next cartoon series a bit lighter (uh-oh...) and have demanded more appearances by Robin. This has affected the game slightly: the title will be changed from that of the series, and the trademark caped crusader silhouette against a red circle that you'll have seen on Saturday morning television will be altered for the title screen to show distant figures of Batman and Robin. The Boy Wonder also crops up in the game, where he helps Batman explore Gotham Museum at night. The graphics capture the dark brooding gothic flavour of the cartoon perfectly.

**Below: something tells us this is a boss. Whenever tanks appear in SNES games, they're always bosses. Why can't a boss be a feather? Or a piece of orange peel controlled by the evil forces of ACAS, the conciliation service and internation spy network?**





This mobile suit doesn't impress our Wil much.

Below: Be afraid, opossum. What is an opossum anyway?

The Future Entertainment Show

## The biggest show of the year is happening at Earls Court in London from Wednesday 26 to Sunday 30 October 1994!

# THE FUTURE ENTERTAINMENT SHOW

**Yes, the accent this year is definitely on the word Future. All the latest Super Nintendo software will be featured at the show, and you'll be able to get your hands on a joypad and play them. There will be the newest and best from the world of CDi, Amiga, PC, 3DO, Game Boy, Mega Drive and a whole host more. There's an entire section of the hall devoted to CD games as well. So you can judge exactly what the Ultra 64 will be up against, and see much of the software that'll be appearing on it in the future. Everything in the arena is totally interactive, so you can find out for yourself why there's such a fuss about CD technology.**

But you'll find the *Super Play* team in the Games Arcade. This is a huge area devoted totally to the latest and best games. You'll be able to play SNES products as well as having a go at the newest Mega Drive, Amiga, PC or even CD games. It's all here, and you can try it all out.

As if all this wasn't enough, you can visit the Video Gaming Theatre. Here, a packed programme of events will be taking place daily. Big debates will be taking place on the issues that every gamer feels strongly about. For example, *GamesMaster's* Tim Tucker will be hosting a hot discussion about lack of originality in games with Mev Dinc, Archer MacLean, Peter Molyneux, Jeff Minter and Stuart Campbell.

Censorship will also be discussed, as will 3D technology and the Super FX chip (with Jez San, the man behind *Starwing*, *Vortex* and *Stunt Race FX*). James Leach will be hosting a debate on whether Japanese games are better than Western ones. Taking part will be Jon Hare from Sensible Software and *Super Play's* Wil Overton. It should be a corker, so get your show tickets now and make sure you're there.

### WIN! WIN! WIN! WIN! WIN! AT THE SHOW!

**You could be leaving the FES with some lovely prizes as well. Look at the competitions at the show!**

● **Fancy yourself at *Street Fighter II*?** If you reckon you're as good as Gary Blake, the reigning UK *SFII* champion (and *Super Play* contributor) you can have a go at him. Manage to beat the guy and you'll be walking away with handfuls of carts and much, much more. You'll also be famous and we'll put your picture in *Super Play*.

● **National Games Championships Final.** The championships have been taking place during August in all Future Zone stores, as reported in recent *Super Plays*. If you've been taking part (and you're still in) you could be going to the final at the FES on Saturday, 29 October. The winner will be walking away, well staggering away with a top-of-the-range multi-media CD-ROM PC system.

● ***Mortal Kombat II* Tournament Edition.** This game, exclusive to the Show, will be used to sort of the hard *MK* players from the casual weekend joypadsters. Big prizes for those who do well.

● **Dress up as a games character.** If you don't fancy having a go at a game, all you need to do is arrive at the Show on the Saturday dressed like a games character of your choice. You'll be automatically entered for a prize and if we're sufficiently impressed you'll walk away with a brand-new console and an armful of great games.

### FES INFO BOX

- **Tickets cost £6 in advance (by sending off one of the coupons you'll find in the ad on page 95) or £7 on the door.**
- **If you order 10 or more tickets in one go, they only cost £5 each!**
- **The credit-card hotline number is: (0369) 4235.**
- **The address is Earls Court Exhibition Centre Hall 2, Warwick Road, London SW5.**
- **The show will be open from Wednesday 26 – Sunday 30 October, 0930 – 1730 (Sunday 0930 – 1700).**

# GET DOWN TO WOOLWORTHS FOR THE WHOLE SHOOTING MATCH

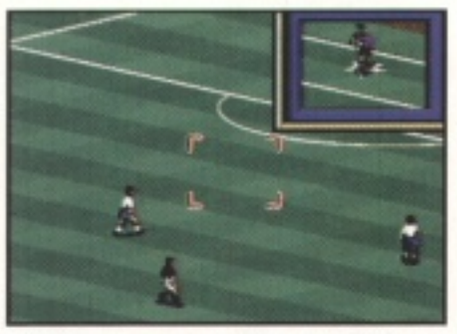
FIFA

# FIFA INTERNATIONAL SOCCER

FIFA International soccer brings you the full-throated big-match atmosphere, compulsive gameplay and in depth strategy for the ultimate soccer simSelect from 30 national sides and face up to 8 opponents in a gruelling league show-down. The speed's scorching, the action flowing - pushing the award-winning game to its limits with anetfull of new features.

The enhanced EA SPORTS StadiumSound™ with its multiplexed stereo sound reproduction will suck you into the 3-D action as you control your eleven with every trick in the book, from acrobatic overheads to diving headers.

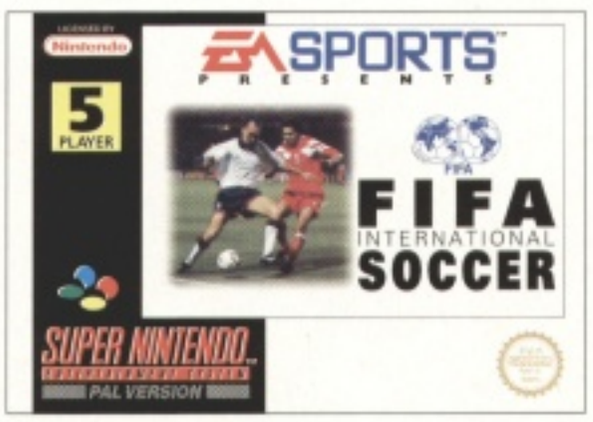
FIFA International Soccer. If it's in the GAME, it's in the GAME.



if it's in the GAME, it's in the GAME™

## NEW FEATURES FOR THE SNES

- 5 Player simultaneous play with Hudsonsoft Super MultiTap
- New pass power meter for inch-perfect passing
- Enhanced EA SPORTS StadiumSound™
- Improved player graphics
- 30 all new chants
- New reverse angle instant replay
- New slow motion replay
- New Man of the Match award




EA SPORTS™

ocean®

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# MORTAL KOMBAT II

UK Release

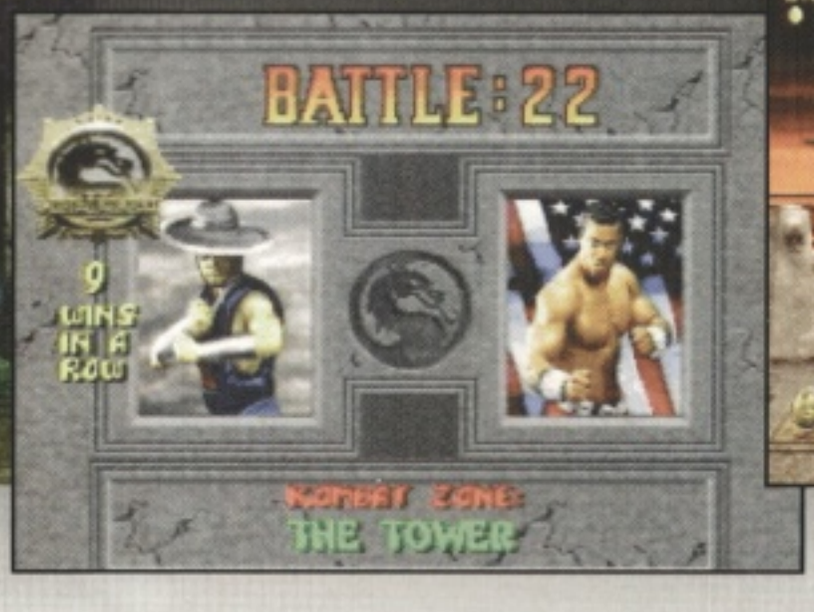
**Game:** Mortal Kombat II
**Publisher:** Acclaim
**Developer:** Sculptured Software
**Price:** £69.99
**Release:** Out now
**Players:** 1 to 2 simultaneously
**Cart ROM:** 24 Mbit

'Take that!' 'What's wrong with Take That?' 'I don't like Gary Barlow.' 'Oh. Okay then. Take that!' 'What's wrong with...etc.'
(Liu Kang chins Jax as the result of a minor confusion over a teeny band.)

**The public have been baying for blood. And Acclaim have provided it. But is *Mortal Kombat II* more than just a butcher's floor?**

Above: You want Claret? You got it! The uppercut is one of the best moves in *MK II*. And it's easy to do.

Below: If you're doing well, you'll get all sorts of awards. It's yet another incentive to, er, do well. Although that's fairly obvious, in retrospect.



Above: New boy Baraka kills himself to appear hard and cool. But he's not the best character. Mileena is.

## RAIDEN

### SPECIAL MOVES

**LIGHTNING:** ⬇ ↘ ➡ + LP

**ELECTROCUTION:** Hold HP and release

### FINISHING MOVES

**ELECTROCUTION:** When close; holding LK: repeatedly jab LK + Block

**UPPERCUT EXPLOSION:** Holding HP, move close and release

**PIT FATALITY:** Holding Block: ⬆ ⬆ ⬆ release Block, then HP

**BABALITY:** Holding Block: ⬇ ⬇ ⬆ + HK

**FRIENDSHIP:** ⬇ ⬅ ➡ + HK

Raiden's Body Launch is a toughie to block effectively. It happens so quickly, you see.

## REPTILE

### SPECIAL MOVES

**SLIDE:** ⬅ + LP + LK + Block

**ACID SPIT:** ➡ ➡ + HP

### FINISHING MOVES

**HEAD FOOD:** ⬅ ⬅ ⬇ + LP
(From a jump's distance away)

**INVISIBLE DECAPITATION:** When invisible and close: ➡ ➡ ⬇ + HK

**PIT FATALITY:** ⬇ ➡ ➡ + Block

**BABALITY:** ⬇ ⬅ ⬅ + LK

**FRIENDSHIP:** ⬅ ⬅ ⬇ + LK

All right, all right. It's tricky to show invisibility in the pages of this magazine. What we *can* show, though, is a lack of Reptile.

## LIU KANG

### SPECIAL MOVES

**HIGH FIREBALL:** ➡ ➡ + HP

**LOW FIREBALL:** ➡ ➡ + LP

**MID-AIR FIREBALL:** As High but in mid-air (obviously)

**DOUBLE FOREARM:** HP when close

### FINISHING MOVES

**CARTWHEEL UPPERCUT:** Holding Block, perform 360° spin away from opponent

**PIT FATALITY:** ⬅ ➡ ➡ + LK

**BABALITY:** ⬇ ⬇ ➡ ⬅ + LK

**FRIENDSHIP:** ➡ ⬅ ⬅ ⬅ + LK

## JOHNNY CAGE

### SPECIAL MOVES

**HIGH ENERGY BOLT:** ➡ ⬇ ⬅ + HP

**SHADOW UPPERCUT:** ⬅ ⬇ ⬅ + HP

**PACKAGE CHECK:** LP + Block together when close

**STOMACH JAB:** HP when close

**AXE KICK:** HK or LK when close

### FINISHING MOVES

**MULTIPLE DECAPITATION:** When close, hold Block; ➡ ➡ ⬇ ⬆ ⬇ + LP + LK

**PIT FATALITY:** ⬇ ⬇ ⬇ + HK

**BABALITY:** ⬅ ⬅ ⬅ + HK

**FRIENDSHIP:** ⬇ ⬇ ⬇ ⬇ + HK

Ranged weapons can go 'through' each other in flight.

Freezing the characters can lead to all sorts of hilarious poses. Such as this.

## ZY SAYS...

The best game ever, or a case of the Emperor's New Clothes? I'll warn you now, I'm feeling veeeeery cynical about this...

As a perfect coin-op conversion, *MKII* will excel at attracting casual gamers with its excellent visuals and sound. Whilst I object to the humourless nature of the more visceral fatalities, the game's violence is generally on a par with *Itchy and Scratchy*. Those ketchup spurts will cause a fuss, for sure, but don't you agree they're pretty infantile – almost naive – in their conception of violent acts? I wonder what Piaget would make of it?

In my opinion it's a populist piece of gratuitous nonsense that's big fun in small doses with your mates. It's a better game than the first, and I won't be averse to a quick bout in the office. But the unintuitive joypad combinations have got even sillier, you can still take out an opponent with a timed and looped sweep quick, and playing against the computer feels like exactly that. It's not enough of an improvement to make me want to buy it, and I'm not taken in by these claims of incredible game depth either.

My words are futile, of course. Whilst I'm downstairs playing *Street Fighter II* with the more discerning elements of *Total!*, thousands – millions – of people across the world will be running into the sepia-toned streets and screaming for copies of this. So I'll stop now.

● Zy Nicholson

## SHANG TSUNG

**MORPHS**

**LIU KANG:** ⬅ ➡ ➡ + Block

**KUNG LAO:** ⬅ ⬇ ⬅ + HK

**JOHNNY CAGE:** ⬅ ⬅ ⬇ + LP

**REPTILE:** Holding Block; ⬆ ⬇ + HP

**SUB-ZERO:** ➡ ⬇ ➡ + HP

**KITANA:** Repeatedly hit Block

**JAX:** ⬇ ➡ ⬅ + HK

**MILEENA:** Hold HP and release

**BARAKA:** ⬇ ⬇ + LK

**SCORPION:** Holding Block; ⬆ ⬆

**RAIDEN:** ⬇ ⬅ ➡ + LK

**SPECIAL MOVES**

**1 FIREBALL:** ⬅ ⬅ + HP

**2 FIREBALLS:** ⬅ ⬅ ➡ + HP

**FINISHING MOVES**

**BODY TAKEOVER:** Hold and release HK

**SOUL DRAIN:** When close; holding block; ⬆ ⬇ ⬆ + LK

**PIT FATALITY:** Holding Block, repeatedly jab HK

**BABALITY:** ⬅ ➡ ⬇ + HK

**FRIENDSHIP:** Holding Block; ⬅ ⬅ ⬇ ⬅ + HK

**THREE FIREBALLS:** ⬅ ⬅ ➡ ➡ + HP

## SUB-ZERO

**SPECIAL MOVES**

**SLIDE:** ⬅ + LP + LK + Block

**FINISHING MOVES**

**FREEZE AND SHATTER:** From a distance: ➡ ➡ ⬇ + HK, or: ➡ ⬇ ➡ + HP, if close

**SNOWBALL:** Hold LP then: ⬅ ⬅ ⬇ ➡

**PIT FATALITY:** ⬇ ➡ ➡ + Block

**BABALITY:** ⬇ ⬅ ⬅ + HK

**FRIENDSHIP:** ⬅ ⬅ ⬇ + HK

**CE BALL:** ⬇ ⬊ ➡ + LP

**GROUND FREEZE:** ⬇ ⬋ ⬅ + LK

## KITANA

**SPECIAL MOVES**

**FAN SWIPE:** When close: ⬅ + HP

**FORCE PUNCH:** ➡ ⬇ ⬅ + HP

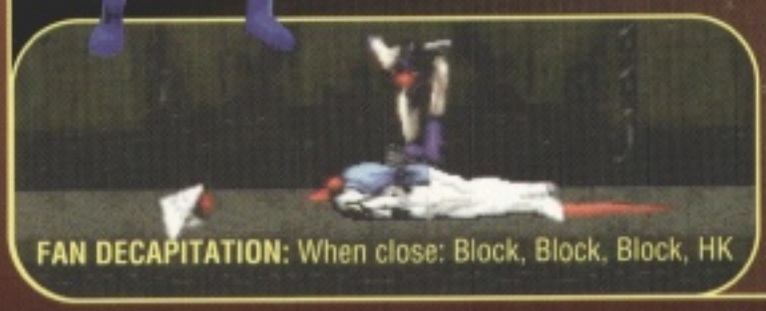
**FINISHING MOVES**

**KISS OF DEATH:** When close; holding LK; ➡ ➡ ⬇ ➡ and release LK

**PIT FATALITY:** ➡ ⬇ ➡ + HK

**BABALITY:** ⬇ ⬇ ⬇ + LK

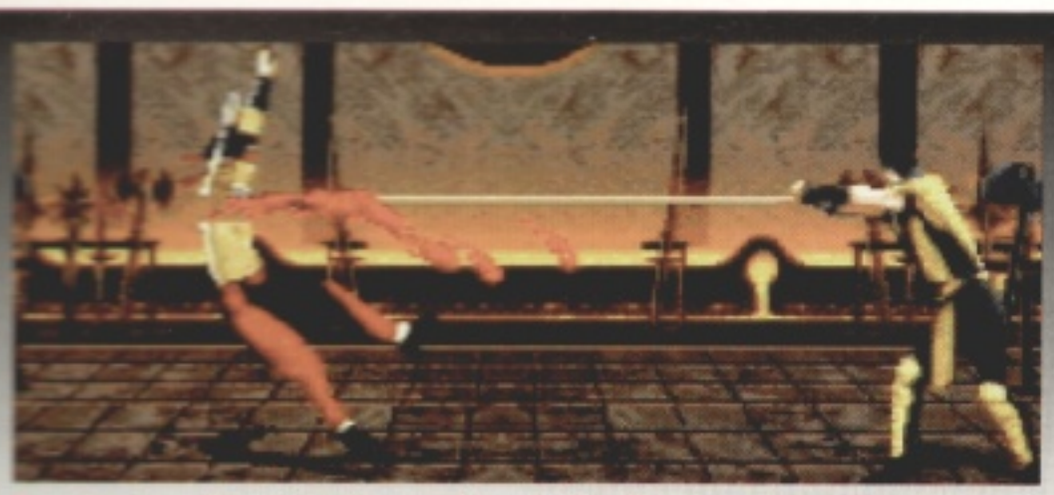
**FRIENDSHIP:** Holding Block: ⬇ ⬇ ⬇ ⬆ + LK



**FAN DECAPITATION:** When close: Block, Block, Block, HK

**FAN THROW:** ➡ ➡ + HP + LP

**FAN LIFT:** ⬅ ⬅ ⬅ + HP



Scorpion has still got his spiky rope thing. And it still causes much pain and hurtage.

Sub-Zero's new ice patch is a bit of a laugh, though.

## JAX

**BODY SLAMS:** Throw the opponent and repeatedly hit HP

**SPECIAL MOVES**

**ENERGY WAVE:** ➡ ⬇ ⬅ + HK

**STUN PUNCH:** ➡ ➡ + HP

**SPECIAL MOVES**

**HEAD SHATTER:** When close; holding LP: ➡ ➡ ➡ ➡

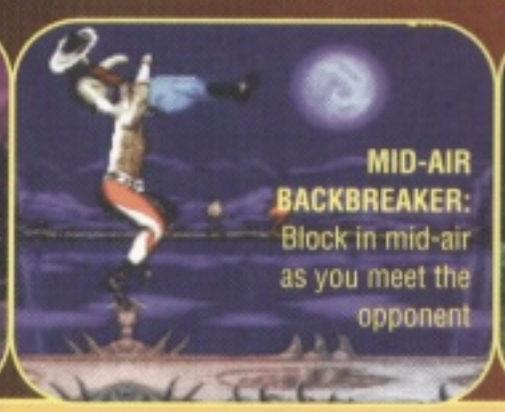
**LIMB REMOVAL:** Block, Block, Block, Block, LP

**PIT FATALITY:** Holding Block: ⬆ ⬆ ⬇ + LK

**BABALITY:** Holding Block: ⬇ ⬆ ⬇ ⬆ release Block, LK

**FRIENDSHIP:** Holding Block: ⬇ ⬇ ⬆ ⬆ + LK

**GOTCHA GRAB:** ➡ ➡ + LP (punch can be repeated for more hits)



**MID-AIR BACKBREAKER:** Block in mid-air as you meet the opponent

**GROUND SLAM:** Hold LK and release

## MILEENA

**SAI THROW:** Hold and release HP

*Super Play* reckons that Mileena is the best character. She's fast, has ranged attacks and can handle herself with throws and all the standard moves.

**SPECIAL MOVES**

**FLOOR ROLL:** ⬅ ⬅ ⬇ + HK

**FINISHING MOVES**

**SLASH-'EM-UP:** When close: ➡ ⬇ ➡ + LP

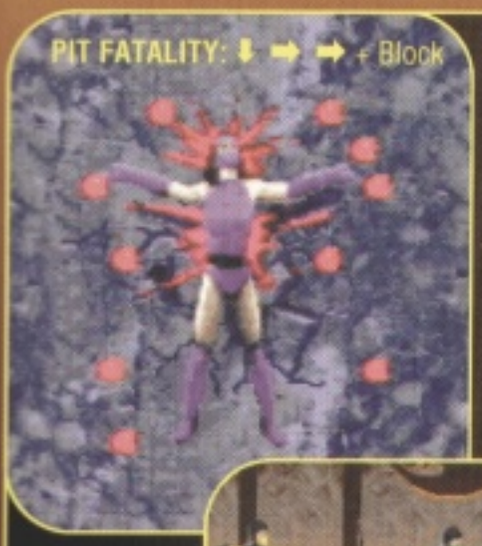
**PIT FATALITY:** ➡ ⬇ ➡ + LK

**BABALITY:** ⬇ ⬇ ⬇ + HK

**FRIENDSHIP:** Holding Block: ⬇ ⬇ ⬇ release Block, HK

**TELEPORT KICK:** ➡ ➡ + LK

## SCORPION



**PIT FATALITY:** ⬇ ➡ ➡ + Block

**SPECIAL MOVES**

**LEG TRIP:** When close: ⬇ ⬋ ⬅ + LK

**MID-AIR THROW:** Block in mid-air as you meet the opponent

**FINISHING MOVES**

**FLAME DEATH 1:** Holding Block: ⬆ ⬆ + HP (outside sweep range)

**FLAME DEATH 2:** Holding Block: ⬇ ⬇ ⬆ ⬆ + HP

**TELEPORT PUNCH:** ⬇ ⬋ ⬅ + HP

**SPEAR SLICE:** When close; holding HP: ⬇ ➡ ➡ ➡

**BABALITY:** ⬇ ⬅ ⬅ + HK

**FRIENDSHIP:** ⬅ ⬅ ⬇ + HK

**SPEAR:** ⬅ ⬅ + LP

## JAMES SAYS...

You might have read Zy's comment. He doesn't like this game much. And his arguments are persuasive. But rarely has a cart attracted such attention in the *Super Play* office from visitors, members of other mags and even a sandwich man. Why? It can't be just the blood. You stop seeing it after a while, as you concentrate on what's going on in the fights.

So could it be the graphics? 'Real' people bashing away at each other? Maybe... But whatever the reason, *Mortal Kombat II* will sell bucketloads. And while it doesn't play as well as *Super Street Fighter II*, or *Turbo*, even, it's certainly entertaining enough. And the more time you spend on it, the better it gets. Coming to it after most *Street Fighter II* games and clones, the buttons feel weird, like driving a left-hand-drive car. But if you're prepared for this, you'll end up with a playable and skilful game. The great feeling once you've mastered a few fatalities, friendship bonuses or babalities is habit-forming. And with the mysterious Kitaro, Jade and Smoke in there somewhere, playing *Mortal Kombat II* can get pretty darned exciting.

But with all the blood, characters and tons of moves and weapons, *Mortal Kombat II* still doesn't play quite as well as *Super Street Fighter II* (even though it's not too far off). Perhaps it'll be popular because it's fun, it looks appealing and it's different.

● James Leach

Freeze, sucker! (Sorry. It's an obvious joke. We take it back).

Baraka's knives can be lethal at close range, but at a distance he's a pussycat.

## BARAKA

### SPECIAL MOVES

**BLADE SWIPE:** ⬅ + HP

**DOUBLE KICK:** When close: Double hit any kick

### FINISHING MOVES

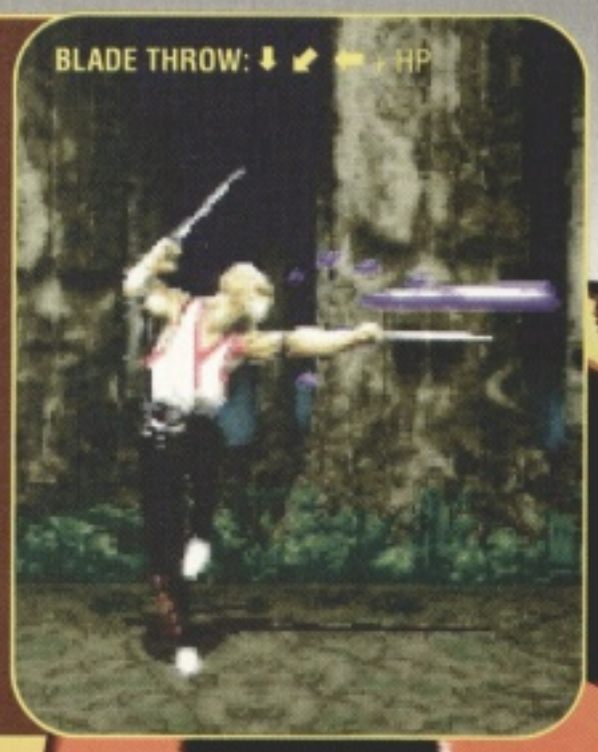
**SKEWER AND LIFT:** ⬅ ➡ ⬇ ➡ + LP

**DECAPITATION:** Holding Block: ⬅ ⬅ ⬅ ⬅ + HP

**PIT FATALITY:** ➡ ➡ ⬇ + HK

**BABALITY:** ➡ ➡ ➡ + HK

**FRIENDSHIP:** Holding Block: ⬆ ➡ ➡ + HK

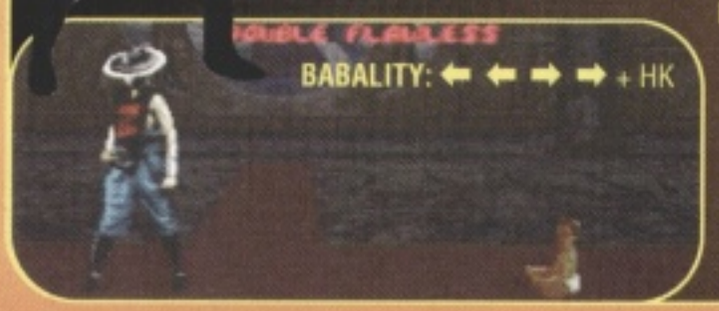


## KUNG LAO

### SPECIAL MOVES

**ENERGY SPIN:** Holding Block: ⬆ ⬆ + LK

**MID-AIR KICK:** In mid-air: ⬇ + HK




**TELEPORT:** ⬇ ⬆

**HEADBUTT:** HP when close

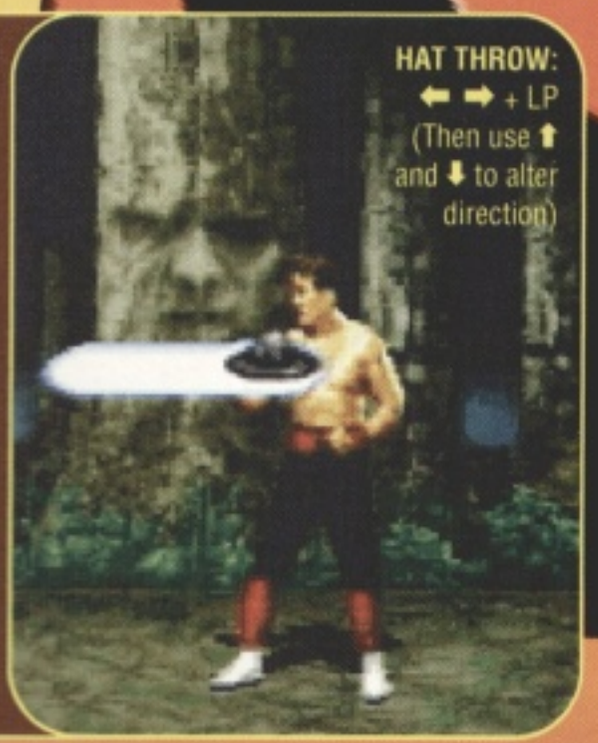
### FINISHING MOVES

**VERTICAL SLICE:** Block, then: ➡ ➡ ➡ + LK

**HAT DECAPITATION:** Old LP, then: ⬅ ⬅ ➡

**THE PIT:** ➡ ➡ ➡ + HP

**FRIENDSHIP:** ⬅ ⬅ ⬅ ⬇ + HK




## GOOD, BAD OR UGLY?

It's my turn to say what I think. And I like *Mortal Kombat II*. I had a big problem with the first game, mainly because I didn't think that it 'felt' right. The characters didn't have proper weighting, and they moved in an unrealistic and uncomfortable manner.

But the designers have obviously looked at every aspect of the game, and have made dozens of tweaks, all of which improve it enormously. The extra characters are very welcome as are the vast range of finishing moves, specials and secrets which give it a depth rarely seen in a fighting game.

The more you play it, the fonder you'll get. I've yet to meet anyone who likes the way the buttons are set out at first. It's not *'SFII!'* they wail. But it isn't supposed to be. Be patient, and be prepared to tackle it from an entirely different angle from that of *SFII* and you'll appreciate it properly.

The graphics are, of course, excellent. There are a couple of points where it looks tatty (such as the trees in the Living Forest), but generally it's silky smooth stuff, and a huge improvement over the messy original. The soundtrack is even better; the cruddy oriental-style music more than made up for by a growly commentary somewhat akin to that bloke in the old Denim aftershave commercials – it's fabulous.

I for one didn't expect *MKII* to be this impressive. There's a vast amount of playability lurking beneath its deceptive surface and in just quality of conversion terms there's little around to touch it. Realistically, *Super Street Fighter II* is a better fighting game, but it doesn't have the humour or the variety of *Mortal Kombat II*. If you're a dab hand at set-piece moves, and can remember half of the finishing moves, you'll get a great deal of pleasure out of this game. Whatever I say, this game will sell bucketloads and for once, it deserves to.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 92% | 89% | 90% |
| GAMELIFE | OVERALL SCORE: | |
| 89% | | 90% |

**VERDICT:** A real improvement on *MKI*, and a potential classic. It's more than just blood that makes this well worth a look. Hoorah!

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**After 18 months of being a bit too Japanese for Western consumption, Capcom's own venture into roleplaying territory has reached the West. Is our cover game worthy of Square's translation?**

# BREATH OF

US Release

**Game:** Breath of Fire
**Publisher:** Square of America
**Developer:** Capcom
**Price:** £54.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 12 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077

Here you'll find shops, cafes, armourers and the traditional inn where you can rest (above. – er, the members of this party are very close).

**Winlan is one of the many towns you'll visit on your quest. Those windsails move, too – you can 'Windy Miller' through them.**

## A VOYAGE CURTAILED

**After a series of sub-quests, you return to Auria to save a rich merchant's daughter. As a reward, he tells the captain of his trading ship to take you where you want to go. But – too late! – you find big trouble waiting for you on the quay.**

As you approach, the Captain warns you that soldiers of the Dark Dragon Clan lay ahead.

Stupidly, you happen to have the Light Dragon Clan mark on your forehead.

This can only mean one thing: a big scrap. Next time, wear a bandanna.

They lose, but signal to their fleet offshore. A cannonball puts paid to the ship...

# FIRE

## TONY SAYS...

Believe it or not, we first brought you news of this game back in issue 6 – 18 months ago! – when Capcom had just entered the RPG scene and was advertising its new game heavily in Japan. At that time the Senior Vice President of Capcom USA, Joe Morici, told *Super Play* that they had no plans to translate it for the American market, because 'that sort of game isn't very popular over here.'

Further Fantasy Quest coverage followed when our RPG buff, Jason Brookes, cracked into the Japanese cartridge with a small phrase book and a gamefreak's intuition. He was sufficiently impressed by what he saw to rave about it in his later editorial contributions.

Thankfully, the growing Western demand for role-playing games from Square, Enix and Taito has proved Joe Morici wrong. But Capcom has missed the boat: while they rested on their *SFII* laurels, Square snatched up *Breath of Fire* for translation and now deserves to reap the rewards.

But is it really worth your attention? Despite the year and a half since it appeared, *BOF!* (as it will be known from now on) is still graphically impressive and sufficiently big to take more than a few evenings of your time. The problem, as I see it, is that you either love this type of game or hate it. Action fans expecting another *Zelda* or *Soul Blazer* will be disappointed by its turn-based combat and heavy stats, whilst Dungeon Master afficionados might find it shorter and less taxing on the brain than they'd like. Which type are you? Well, if you liked *Final Fantasy II* or *Final Fantasy Mystic Quest* then that score of 80% is directed most firmly at you.

● Tony Mott

## OVER YOUR HEAD

**A novel feature is that the game switches from a map screen to a 3/4 overhead isometric view for battles. What's more, the background graphics are perfectly matched to your current location. This is where you'll see some smart but basic animations of the battle.**

A battle on the beach takes you to this suitable sandy battle scene.

Wandering through the trees doesn't hide you, either. Here, a forest on the map screen becomes a glade with toadstools in 3/4 isometric.

The game even accounts for when you're on a path. This perfectionist attitude to game design recalls the Capcom of old, doesn't it?

# MONSTER ISLAND

**Have you noticed how Japanese RPGs always contain monster that resemble (a) slime, (b) eyeballs, (c) jellyfish/ shellfish and (d) mushrooms? *Breath of Fire* is pretty traditional in this respect. Here's a sad statsy bit.**

**BLUE SLIME**

**HIT POINTS:** 12
**ATTACK:** 2
**EXPERIENCE POINTS:** 1
**GOLD:** 3

A peculiar constant of Jap RPG monster lists, this is the weakest nasty.

**CREEP**

**HIT POINTS:** 25
**ATTACK:** 8
**EXPERIENCE POINTS:** 8
**GOLD:** 8

A cascading mound of gloop, look out for it in the first castle you liberate.

**SPIDER**

**HIT POINTS:** 40
**ATTACK:** 40
**EXPERIENCE POINTS:** 20
**GOLD:** 40

...'All right Muffet, here's where you get yours.'

**ZOMBIE**

**HIT POINTS:** 25
**ATTACK:** 42
**EXPERIENCE POINTS:** 70
**GOLD:** 36

In true George Romero style, its special attack will zombify you.

**BLURB**

**HIT POINTS:** 50
**ATTACK:** 46
**EXPERIENCE POINTS:** 40
**GOLD:** 20

A sensationalist, shallow monster found on the back of cheap paperbacks.

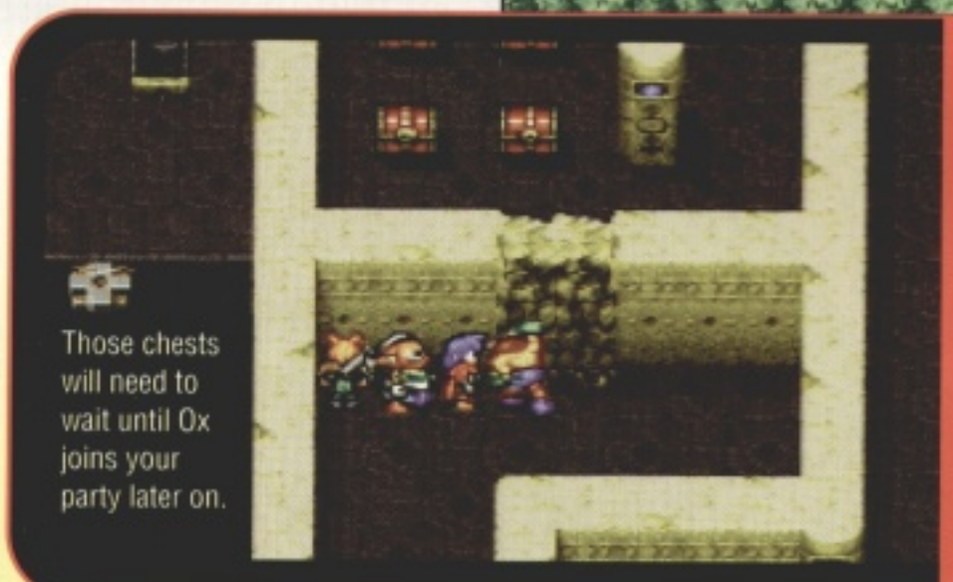
**FLEA**

**HIT POINTS:** 15
**ATTACK:** 5
**EXPERIENCE POINTS:** 3
**GOLD:** 4

Many creatures, like this flea, travel in large swarms. Use the boomerang!

You'll find a few cliches in *BOF* – like this floating island fortress (left); Auria, the city made of gold; Bleak, the kingdom of thieves; and what about those Jawa-like desert nomads?

Look for this gorgeous sepia map early on: once found, you'll be able to call it up on the START button.



Those chests will need to wait until Ox joins your party later on.

## WINNING TIPS

● When you first meet Bo, have the patience to shoot some wild boars for Meat. It's one of the few items that works for all party members simultaneously, and is excellent for restoring health in battle.

Above: in-game portraits of Ox, you, Gobi, Nina, Bo and Karn.

Never stick a metal sword in the air during a storm.

Return to Camlon later – there's a fair, with jugglers and everything!

Wait a minute – why has that bloke got a fish for a head? Look, he has.

## IT'S MY PARTY

**Each character you meet is uniquely different, with their own abilities and special powers. A superb touch is that, although you start off playing the azure-haired hero on our front cover, you are given a couple of opportunities in the plot to play as some of the other characters before they join your party.**

Karn the Thief must gain confidence in his abilities before he helps you out. Once he joins your party, there isn't a lock in the world that he can't pick.

A master ranger, Bo the Wolf will guide your party through previously impenetrable woods. His archery skills can be used to hunt for food.

As a member of the Light Dragon clan, the hero (another case of 'insert your name here') learns to transform into a dragon during battle.

Gobi is perhaps the most unforgettable character – if only because he has a fish for a head. He might look and act like a small rotund shopkeeper with an apron, but he saves the day with his underwater breathing power. If you're short of cash, test his remarkable selling abilities in the flea market of Prima!

- As you progress through the game, keep a notebook of any locked doors, unreachable treasure chests, cracked walls or moveable obstacles that you find. Later in the game you will be able to return to these places with a party member who can help you out.
- Talk to everyone you meet – it's the key to progression. Some important NPCs (Non-Player Characters) can only be found at certain times of day.
- Don't read the walk–through in the manual! It gives away half the game. It's much more fun (and lasts longer) if you don't have something telling you what to do.
- When you go to rescue Nina from the Wizard, look first for Rang in a chest to the left of the Wizard's throne. This boomerang sword is excellent in battle against groups of enemies.
- If you keep getting wiped out in a particular area then you need to increase your level. Go back to a safer area and pick off lots of easy creatures to gain experience.
- Until you have Nina's magic to help you, always carry plenty of Herbs, Antidote and Mrbl3. The last item will help you avoid monsters when you're party is weak (and it's essential when you first go it alone with Gobi).
- And look out for a cameo appearance by a World Warrior from *Street Fighter II!*

The sword Rang (& later B. Rang) hits all enemies in one attack.

## GOOD, BAD OR UGLY?

The boy Mott has covered the history, but what about the game itself? It's looking a bit old now, but the graphics are still attractive and the icon-driven control system is simple enough to pick up in minutes. Although it's slow to get started, there's plenty here to reward the inquisitive player – try making the most of your party members' unique abilities and you'll find a few surprises.

Unlike the disastrous *Ultima*, *BOF!* uses a 'real-time' effect to perfection. Day and night advance while you're on the map screen, so that a long journey across the wilderness might see a couple of days pass very quickly: once in a town, though, it'll remain day or night until you check into an inn. Some tasks require you to sneak around under cover of darkness, and the extensive colour palette of the SNES is used proficiently. This is one of a number of ideas in *BOF!* that I'd like to see adopted in other games.

Combat happens a little too often for my liking: it wouldn't be so bad if the fights posed a genuine threat, but for much of the game I found myself clicking the Auto Battle option and letting the computer do all the work for me. Magic doesn't play a major role in *BOF!*, and once you've learnt a few basic rules regarding initiative and damage it won't present much of a challenge.

Much as I enjoyed *BOF!*, I was disappointed by the story. It's not as strong as it could have been, and early in the game you worry that this will turn into another type of 'kill the boss/grab the treasure/move to next dungeon' affair that made *Lufia* so disappointing. Fortunately it does pick up much later in the game, but the characters are still very thin and poorly fleshed out. What about some flashbacks or background scenes? It's partly the fault of the dialogue, too: From Bo the Wolf onwards, characters seem to join your party without so much as a hello by way of introduction. There's also some cheap memory-saving by having half a dozen villagers say exactly the same words, and it destroys the illusion that there's a complete fantasy world going on inside your Super Nintendo.

As a result, *Breath of Fire's* fun factor falls somewhere between *Lufia* and *Final Fantasy II*. James is right – this is a splendid game in itself, and completists won't want to miss out. However, I can't wholeheartedly recommend you spend your hard-earned money on this right now: it's a case of too little, too late. With *Illusion of Gaia* and *Brain Lord* on the way for action RPG fans, a UK release of *Secret of Mana* in September and the imminent arrival of Square Soft's incredible *Final Fantasy III*, you might need to be a bit choosy about what you buy in the next few months.

● Zy Nicholson

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 83% | 85% | 83% |
| GAMELIFE | OVERALL SCORE: | 80% |
| 76% | | |

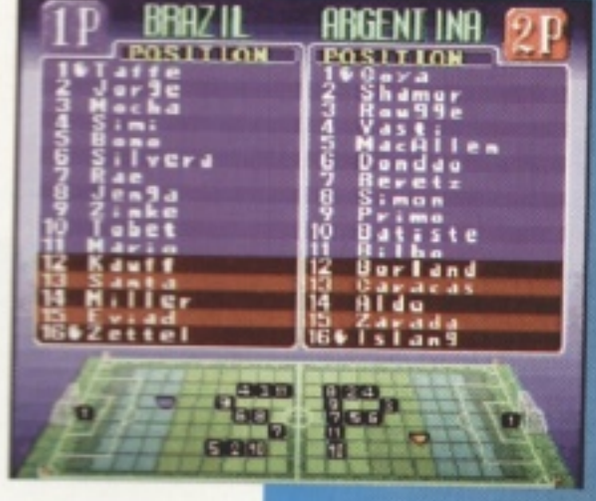
**VERDICT: Accessible but ultimately lightweight *Final Fantasy*-style RPG with smarter graphics but less plot. Excellent but you might have a bigger selection of RPGs very shortly.**

**What better way to cure those between-season blues than with a game of the old silicon soccer? We can't think of many. But is *Soccer Shootout* a Gary LIneker, or a Jimmy Hill of a game? Let's have a gander...**

# SOCCER

US Release

**Game:** Soccer Shootout
**Publisher:** Capcom
**Developer:** Epoch/Shogakukan
**Price:** £54.99
**Release:** Out now
**Players:** 1 to 4 simultaneously
**Cart ROM:** 16 Mbit
**Adaptor:** NTSC only
**Game supplied by:**
Zap Computers (0532) 590077




Right above: The team coverage option is comprehensive, allowing just about any formation you wish, erm, as you can see.

Right: The seven-a-side indoor game is a hoot.

Right: And here's where all the action takes place: the planet Football, spinning in the vacuum of deep space, just outside the Novar Zebulax system. Perhaps.

**TRAINING**

**Unusually for a Japanese footie title, *Soccer Shootout* demonstrates a training mode, much like the one on show in Anco's long-delayed *Kick Off 3*. Five modes are on offer ranging from straightforward cone negotiation to surprisingly awkward dribble and shoot combinations.**

Shoulder height cones or itty bitty players? You decide.

**DRIBBLE**

A straight break and shoot test this, against a relentless CPU defender.

**SHOOT**

Bend your effort in towards the arrow for a maximum 10/10 score.

**CORNER KICK**

Line up your spot kick using the chain of blue dots and let fly. It really is that simple.

**FREE KICK**

No goal indeed. That's the idea here, you see – stopping the two CPU players from scoring.

**SLIDING TACKLE**

The penalty sequence adopts a behind-the-goal viewpoint regardless of whether you're shooting or between the sticks. It's disconcerting at first but you'll get used to it.

Messages like this serve to remind the observant of the game's very obvious coin-op footie leanings.

What did you think of the World Cup refereeing? Inconsistent isn't the word. Even *Soccer Shootout's* men in black offer more in the way of fair judgement.

# SHOOTOUT

Chezov cheeses off Holland with a typically late, but equally effective full-length dive.

Getting airborne for those spectacular vollies is easy thanks to the intuitive controls.

## GOOD, BAD OR UGLY?

I don't even want to think about the amount of times I've been in a pub, spied an arcade machine tucked away in the corner and eagerly headed its way, lemonade in hand. And then performed an immediate about-turn upon realising that the only video games perceived to work in that environment are footie titles. And flamin' Japanese footie titles at that. The likes of *Kick And Run, Euro Football Champ* and, um, that newish Konami one which I can't remember the name of right now, all leave me cold. I can handle the side-on view, it's the hoof-it-twenty-yards-up-the-pitch-and-give-chase gameplay which I can't stomach.

Fortunately for us, *Soccer Shootout* isn't nearly as guilty of the crimes against good gamedom as I had initially suspected would be the case. The graphics are certainly smooth enough (as indeed we noted when we mentioned it in its original *Excite Stage '94* guise in the Tokyo Toy Show report earlier on this year) with – considering their size – some superbly dynamic animation. It's a bit good when it comes down to the crunch too, surprisingly. Yes, the players all suffer from leaden socks syndrome in terms of speed but everything else is much tighter and controlled than the norm and it's just about as intuitive as I can imagine a side-viewed affair to be.

Bloopers appear chiefly in the form of lack of attention to detail on the programmers' part, stemming I'm sure from the fact that the Japanese are still getting to grips with our national heritage. The goalies, for example, never throw the ball or even kick it from their hands and there doesn't seem to be any offside ruling whatsoever, nor any passback restrictions. The presentation also reeks of lack of footie know-how, with the inclusion of a Great Britain team (doh!)

It's baffling that Capcom never saw fit to tweak some of the game's other shortcomings. The music is dull and lifeless but it's the incessant crowd noise drone over the top of everything which annoys most of all. Turn the volume down and you miss out on the decent sound effects and amusing speech samples – you just can't win. The manual is lacking a bit as well, one minute using the horribly Americanised 'goal tender' term and then talking of goalkeepers just pages later, which is just plain sloppy. Oh, and the aftertouch controls aren't properly covered in the manual so picking up on the skills required for killer crosses and the like is a bit trial and error.

But it's good to see Capcom picking up a game of this overall quality for distribution in the West and I won't be at all surprised if it gallops up the American charts in the wake of this year's World Cup tournament. Whenever I play it, though – and I'm convinced most people will feel the same way – there's always a nagging thought lurking at the back of my mind telling me that I should be playing a 'proper' football game. But I usually manage to suppress them long enough to enjoy it as a straightforward blast and I'd recommend that you at least give it a chance. Go on.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 83% | 52% | 81% |
| GAMELIFE | OVERALL SCORE: | |
| 80% | | 80% |

**VERDICT:** It's a tad rough around the edges but as a pure arcade-style kickabout, *Soccer Shootout* is the best example we've seen yet.

American Release

**Game:** Operation Europe
**Publisher:** Koei
**Developer:** In-house
**Price:** £44.99
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any
**Game supplied by:**
Zap Computers (0532) 590077

**Exactly 50 years ago a lot of people were fighting to liberate Europe. But is this game really the way to remember them?**

# OPERATION EUROPE

## PATH TO VICTORY 1939-45

Above: Doesn't the Geneva Convention ban flamethrowers?

Left: It's tough at the top. Stress is etched into these men's faces.

### THE MAIN MAP

**This is where you decide your big strategies. Do you push for the Rhine, attack the defenceless Ardennes forest or simply hide in the biggest towns you can find, and wait for the enemy to come to you?**

'What did you do in the war, daddy?'. 'Hid in the bog, son.'

### THE BATTLE DISPLAY

**Here's where you see the 'combat'. The vehicles and men shuffle close to each other and occasionally blow up. It's like watching two sleepy turtles fighting. Underwater.**

Above: The furnace of war.

Left: the gas-fire of conflict. With both bars on.

Right: The fan-heater of military action. Remember, don't cover the vents at the back!

### GOOD, BAD OR UGLY?

Koei are determined to pour ton after ton of high-explosive war simulations onto the sleeping town of SNESville. This latest salvo covers six big battles of World War 2. There's the German invasion of France in 1940, right up to the Allied arrival at Berlin.

And, like all Koei games, it's as historically accurate as they can make it. All the commanders, all the units and most of the other elements, like weather, are here. If you're interested in the European land battles of the Second World War, you'll be happy with this aspect.

But what if you're a strategy fan? Or even a humble games player? Bad news, I'm afraid. *Operation Europe* is about as slow to play as the real war was to fight. You spend hours giving orders before the first shot is fired, and once you've done that, you're not even sure whether you've covered all your units. There isn't an option which tells you which units you've issued instructions to and which you haven't, so it's perfectly possible to do the same unit three or four times. The only way around this is to be very methodical or use a pen and paper. Which defeats the whole idea of playing a wargame.

And boy it really is slow. The SNES spends so long 'planning its strategy' (in other words, crunching through the weighty maths the game needs) that you get bored and, if there's no battle in sight, you're tempted to give up and have a crack at another scenario. Or worse, just give up.

When you do come to a battle, things are little better. You can move your forces around on the map, then assign them targets. Then you sit, overcome with tedium as they move around and gently knock bits off each other.

You win or you lose; then it's back to the main map. Fighting wars has never been so dull. So you can keep your admirable historical accuracy. Give me a game that's fun and I'll gladly give you fifty quid.

● James Leach

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 62% | 53% | 42% |
| GAMELIFE | OVERALL SCORE: | |
| 54% | | 46% |

**VERDICT:** Poorly thought out and slow; there aren't any decent combat bits to lift it up. A pity, because the detail is excellent. And therefore wasted.

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Unbelievable graphics

Unstoppable power

Untouchable excitement

# Ultimate Future Games

The next generation

The magazine

The 1st of November 1994

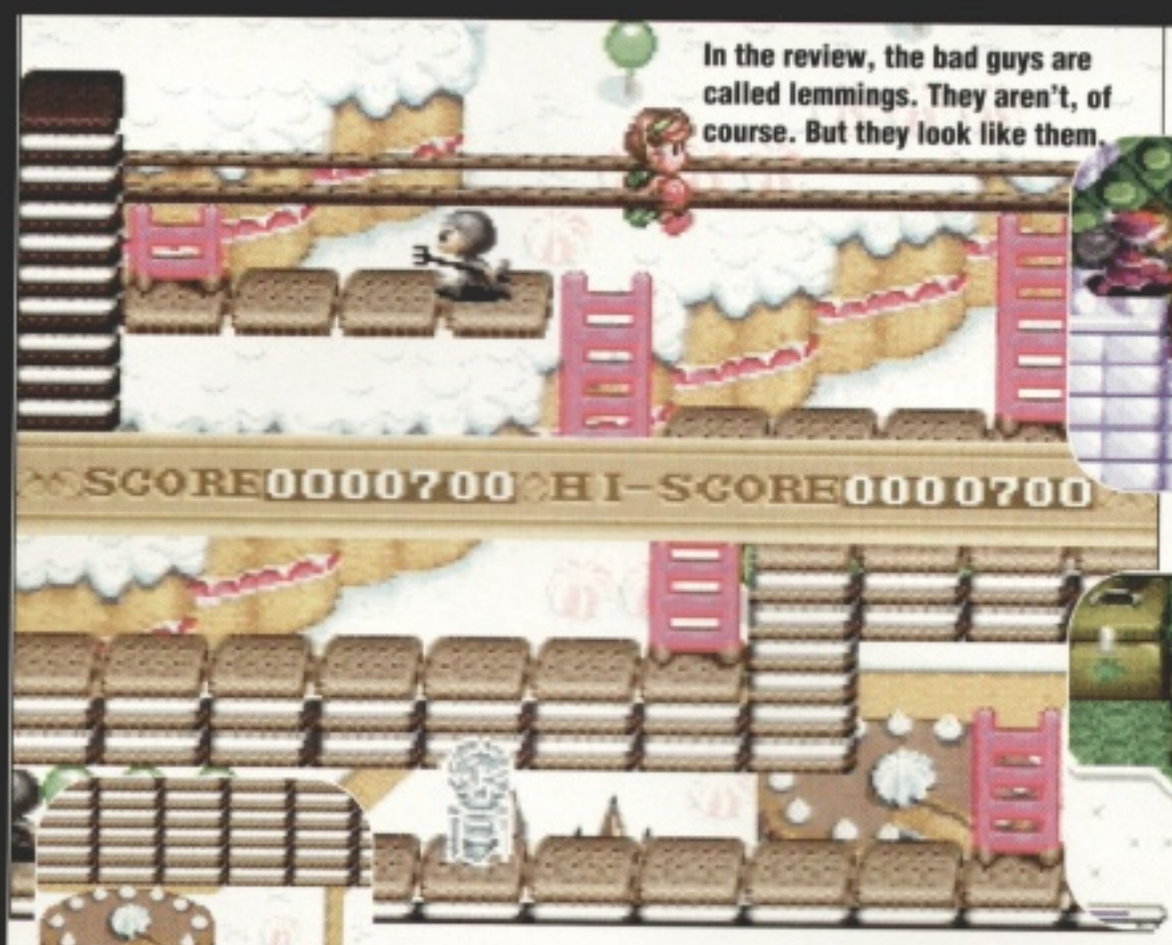
▶▶▶▶

# LODERUNNER TWIN

**Imagine a series of castles made of chocolate. And when you chomp it, it just grows back. Now imagine some lemming-type characters as well. You've just imagined this game.**

Japanese Release

**Game:** Loderunner Twin
**Publisher:** T&E Soft
**Developer:** In-house
**Price:** £44.99
**Release:** Out now
**Players:** 1 or 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any




In the review, the bad guys are called lemmings. They aren't, of course. But they look like them.

Lego world has got a Super Famicom in the background.

Packing case world has got some cases in the background.

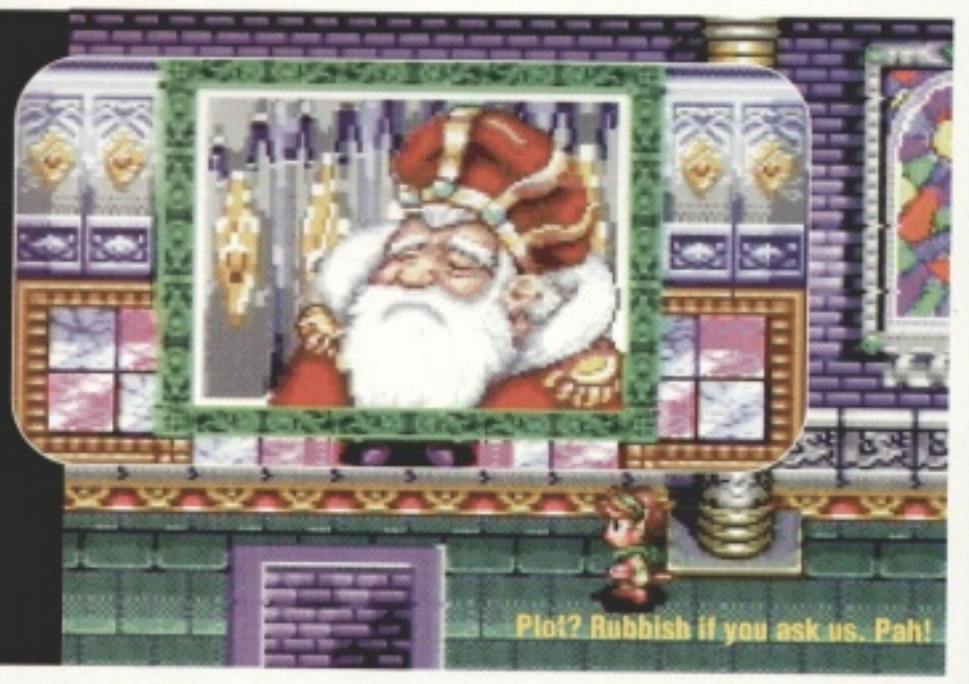
Here's the chocolate level. With a cake in the background. Confusingly.

And there are some ladders on every level.

## HATCHETTING A PLOT

**The game starts like an RPG. The little characters rush though a castle to see the king. He talks to them in Japanese and they rush off to do his bidding. They pile through the castle for ages to get to a well. They drop down it and into the levels.**

**Some games, like *Tetris Battle Gaiden* and *Super Puyo Puyo* get away with characters, text and weird plotlines, but in *Loderunner Twin* it just aggravates matters and makes you wonder why they bothered putting it in. It's not even as if RPG addicts will snap up the game because it's got a vaguely RPG-looking intro; they've got more nous than that.**



Plot? Rubbish if you ask us. Pah!

## GOOD, BAD OR UGLY?

What makes a good puzzle game? It's got to be simple to play, yet tricky to beat. It's got to be exciting, involving an element of panic and it's got to give you a lot of freedom to play it your way.

*Loderunner Twin* has got bags of the first two ingredients, but falls down on the last. Let's find out why. The idea in the game is that you rush around a series of platforms connected by ladders, collecting sweets, presents or whatever. Once you've collected them all, you can escape up a ladder to the next level.

Creatures which look suspiciously like lemmings are chasing you around. If they catch you, you're dead. You can't shoot or jump on them, so the only options open are to run away or to dig a temporary hole in the platform and hope they fall in.

So this is what you do. You lure the lemmings to a large platform, then run away, digging a series of holes for them to fall into. If the holes close up with a lemming in them, it dies (and is reborn at the top of the screen a bit later).

Having got all the lemmings down at the bottom of the screen, you rush around, collect all the gifts and then hare up the ladder. And that's another level completed.

There are fifty of these levels, so obviously some are much harder than others, but the above principle can be applied to them all with general success. And it's this narrowness which spoils *Loderunner Twin*.

On the plus side, though, the two-player option is a much better bet. There's a split-screen, and you can work as a team to lure the lemmings around, and into your cunning traps. With two players, the game just starts to get interesting. But sadly this isn't enough to get it onto your Christmas list. Nor is the tedious plot nonsense which surrounds the puzzly bit.

*Loderunner Twin* isn't a strong enough idea, and isn't done well enough. Bizarre plot and several neat options don't really help. *Super Puyo Puyo*. Now that's what I call a puzzle game.

● James Leach

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 76% | 53% | 44% |
| GAMELIFE | OVERALL SCORE: | 55% |
| 61% | | |

**VERDICT:** Not flexible enough to be a real puzzler, *Lodrunner Twin* is more like *Mario and Wario* meets *Donkey Kong*. But not as much fun as either. Two-player mode is alright, though

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# Ultimate
Future Games

US Release

**Game:** The Twisted Tales Of Spike McFang
**Publisher:** Bullet Proof SW
**Developer:** Naxat/Red Co
**Price:** £49.99
**Release:** Out now
**Players:** 1
**Cart ROM:** 8 Mbit + BB
**Adaptor:** STNC only
**Game supplied by:**
Zap Computers (0532) 590077

# THE TWISTED TALES OF SPIKE M

**As with *SOS* in issue 21, *Dracula Kid* has finally made it to Western audiences. But were the fang-faced fellow's escapades worth waiting for?**

An Easter Island statue? No, the save game geezer.

## PICK A CARD, ANY CARD

Spike casts spells by using his mystic card collection. Their effects range from simple energy replenishment to icy blasts.

Baron Von Hesler's army of Zombies is launching an attack upon decent folk...

So Camelia flees her home town in the dark of night to seek out help from the gallant young vampire Spike McFang.

Spike calls forth his batty pals to play havoc with Felina's hair.

Right: He's going to scorch that carpet. Below: The, er, Quake magic.

## FANG FINGS

**Spike has a variety of moves to overcome the troubles ahead. Luckily the first section allows him to brush up.**

And here's the human fly-like overseer.
He tests Spike on his ability to jump over logs...
...and his cape-twirling attacks...
...and of course his knack at impersonating Oddjob out of Goldfinger...
...and his skill on board a raft through white water.

# MCFANG

## GOOD, BAD OR UGLY?

It's difficult to believe, but in their bringing of *Dracula Kid* to the US, Bullet Proof have actually chosen to crank the difficulty level up as opposed to the traditional move down the scale. Square Soft, amongst many others, are guilty of making the assumption that Westerners are somehow lacking in the gameplay department (they downgraded *Final Fantasy II's* difficulty level, as an example) so this move by Bullet Proof can only be a good thing.

Another good thing is the fact that we're finally getting another title to appeal to the hordes of *Zelda* and *Soulblazer* fans out there albeit not quite up to the standard of either of those titles, I feel. There are two main reasons for this. The first is that, while everything gels together exceptionally well – the graphical style in particular is always bright and uniform in its design – and it's very much an adventure-based game, there's occasionally a rather oppressive feeling of being led by the hand in whatever you do. It's a fairly linear experience, then, and you there's no scope, for example, to travel between different areas in the game world to piece together clues and collect items which weren't previously collectable. And the second, and this is semi-related to the first point, is that there's little or no emphasis placed upon the discovery of secret bits, with everything appearing just about as you expect it to – if you reach a dead end in a passageway it really is a dead end, and there's no secret switch or anything to open up the area further.

It has, however, got something which neither of the other games has, and that's sheer variety of action. After bouncing on see-saws to reach higher levels, being rescued from drowning by the jaws of a moat-dwelling beast and fighting it out with spiders high up in the rafters of a large, stone-walled room you'll begin to wonder what there is left to see. But there's more, and lots of it, making it clear that a great deal of time was spent at the design stage with nothing in the game ever feeling out of place, however weird.

Progress is dictated largely by your experience level as that in turn reflects your maximum hit points level. As you'd expect if you're familiar with *Mana's* XP system, for example, the usual toing and froing is necessary in order to build up enough power to take on the stronger nasties, but thankfully it never becomes tedious. With an XP system you might be expecting more in the way of character building and development – perhaps armour and different weapons on offer – but you'll be disappointed; as Jason said when he reviewed this as *Dracula Kid*, it's really an arcade adventure rather than an RPG.

I ought to give a special mention to the lead character himself – he's an incredibly charming little chap and his hat attack is simply ingenious. His companions, too, are blessed with something special and it's good to see that all of the original's appeal has remained untouched in its Westernisation. Wil loves the laid-back soundtrack as well, although I wasn't entirely convinced – it's well put together and the drifts between scenes are clever but it's not stick-it-on-the-stereo-worthy.

If you've made it this far I suspect that you've more than just a passing interest in the genre and in that case I would suggest that you buy this. It's worth noting, however, that *Soulblazer 2 (Illusion of Gaia)* is just around the corner and that looks even better. Bear it in mind.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 84% | 88% | 88% |
| GAMELIFE | OVERALL SCORE: | 82% |
| 79% | | |

**VERDICT: Packed with everything that's good about Japanese game design, this represents a good buy for *Zelda/Soulblazer* fans everywhere.**

*Mortal Kombat II... Don't make us laugh.*

*Super Street Fighter II... Kids stuff.*

*Everybody knows that Doom is the hardest game around.*

*And it's about to get even harder...*

*Doom II: Hell On Earth has three totally original multi-level worlds packed with shotgun-wielding zombies, fireball-spitting imps and fearsome archdemons. Doom II adds six new enemies including a vicious Skeleton, the Hell Knight and the Archvile. And... no, if you want to find out more about Doom II: Hell On Earth you'll have to buy the October issue of PC Gamer, read our exclusive location report from the HQ creators id Software and check out the first review of the game. It's on sale from 22nd September. You should get a copy.*

PC GAMER

# FUN 'N' GAMES

**...if you wanna beat the rest and you wanna be the best ooh oh edutainment's what you need. Or is it?**

UK Release

**Game:** Fun 'n' Games
**Publisher:** Sony Imagesoft
**Developer:** In-house
**Price:** £49.99
**Release:** October
**Players:** 1
**Cart ROM:** 8 Mbit
**Adaptor:** Any

## FUN FOUR ALL?

**Four random packages crash together produce...**

## PAINT

**Lisa and Wil use this very package to create these gorgeous pages in *Super Play*.**

Below: Before – Cut and paste pre-drawn images or create your own.

Above: After –Spoil it with garish colours.

A poor mans *Pac-Man?* Maybe just a small childs.

In Space Lazar you, erm, shoot blobs aimlessly. Riveting stuff.

## GAMES

**Two very poor games for your enjoyment.**

## STYLE

**With these limitless combinations this is the most fun you can have without actually enjoying yourself.**

Mix'n'Match mode. Oh the fun of cross dressing.

## MUSIC

**Play a tune from the jukebox or graphically create you own groovy track out of fun sounds and instruments. Loop the ditty together, shoot a video, get a silly haircut and we'll see you on *Top Of The Pops*.**

## GOOD, BAD OR UGLY?

It all started a few years ago with *Where In The World Is Carmen Sandiego* and later translated into *Mario Is Missing* for the SNES. This was the birth of edutainment, the so called fusion between the pure escapism of video games and the essential chore that is school. This is the way in which every parent would like to see video games evolve. The question is, does it work and is it fun?

Aimed primarily at five to 10 year olds, *Fun 'n' Games* essentially contains four different packages on one cart. The music mode allows you play set ditties and place notes on a scrolling music sheet to create your own tunes. The games section contains a *Pac-Man* rip off and a fly-around-shooting-till-you-nod-off effort type of thing. The paint package allows you to cut and paste images, colour them in, add backgrounds and draw your own masterpieces. Finally, the style option lets you mix and match parts of characters for humorous effect.

At first glance these four elements appear to be randomly juxtaposed. Well almost, there is a link but it's a very tenuous one. It mostly revolves around the paint package. Your creations in the Style option can be used in the paint package as can any groovy tunes that you compose in Music mode. That's about it really, the two games appear to have been thrown in to make it all sound a bit more interesting. Not very cohesive, is it? It's not all bad though.

Any cart that promotes creativity is okay in our book. If you're six or seven years old, each element will probably seem fresh, original and exciting. I can't help feeling though that anyone a little older will be bored pantsless.

The main flaw is the absence of a Save option. Why go to the bother of creating a work of art or inspired piece of music if it's going to be erased when you turn your SNES off? It's also frustratingly slow and unresponsive – a mouse is definitely called for here.

Overall *Fun 'n' Games* is just a little bit too patronising, the pitch is all wrong, young children are as computer literate as the rest of us. Add to this the conflict in style, confused intentions, and limited gameplay and you have a well-intentioned mess all over your face.

● Sean Atkins

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 73% | 70% | 60% |
| GAMELIFE | OVERALL SCORE: | 66% |
| 60% | | |

**VERDICT:** Okay, so it's aimed at the younger folk but with the advent of multi-media, the quality and imagination behind this cart should have been much better. This could be more accurately titled: *Questionable Fun 'n' Very Poor Games.*

# WILD GUNS

**Japanese Release**

**Game:** Wild Guns
**Publisher:** Natsume
**Developer:** In-house
**Price:** £49.99
**Release:** Out now
**Players:** 1 to 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any

**Ever seen Westworld on telly? Well this is a cyberpunk version of that. And it's dead good as well.**

## SHOOT IT UP!

**If there's a gap between enemies on the screen you can amuse yourself by destroying the backgrounds. Everything is capable of being filled with holes, and if you've got the shotgun you can blast the inn, mine or town to a pile of smoking wreckage. It doesn't get you any points, but it's a lovely addition.**

Getting to grips with the bosses is a tough job. And one which requires a shotgun.

Meet Clint and Annie. Clint is 32 and collects coffee and Annie is 34-24-32 and collects tropical diseases. Oh, and they're both crazed, lawless psychopaths.

## GOOD, BAD OR UGLY?

Hold down the fire button and wash a stream of death over the robotic cowboys that bowl onto the screen. Wait for a boss to appear and leap around, avoiding his attacks and blasting his weak-spot.

That's what *Wild Guns* is all about. Sounds crap? Well it isn't. It's absolutely excellent. It's like *Lethal Enforcers*, but with faster, more impressive graphics and loads more gameplay. As you make your way through the four massive locations (there are six in the game) you have to change your tactics as various different attacks come your way.

And because there's a space-age theme to the game, you don't just shoot ruffians behind barrels and sharp-shooters in upper-storey windows. No, you've got to take on some serious robotic fire-power. Some of the machinery would be equally at home in *Ninja Warriors*. This variation in the gameplay will keep you in your seat, trying to get further and further.

The two-player mode is even more fun, because not only can you work out strategies, but you can vie for the most kills and do your best to reach the special weapons (shotguns, heavy machine-guns and smart bombs) which occasionally pop up.

You'll need as many specials and collectibles as you can find, because *Wild Guns* isn't that easy. Sure it's not an overly long game (again, the comparison with *Ninja Warriors*) but it's got the perfect difficulty curve, so you won't finish it easily, and nor will you get bored too soon.

And when you do get tired of being blown up by massive boss characters, why not challenge someone to a two-player versus mode on the bonus levels, where you simply have to take out as many target as you can? It's a fun diversion, and with three levels here, it's got a fair bit of mileage in it. Of course, it doesn't compare to the main game itself, but it's nice to know it's there.

I've been saying some nice things about this game. But it has one fault; you can't use a mouse with it. For a game with a moveable target, this is a glaring omission. The joypad works well, though - it's smooth and moves quickly yet predictably. But quite a few people have got mice, so why oh why... well, you know what we're going to say.

Nevertheless, *Wild Guns* is smashing fun, filled with neat touches. For example, you can shoot up absolutely everything in the background (very satisfying, if rather pointless). A couple more levels would have been perfect, and a mouse option, of course. But if you want a decent target-rich environment, you'll be happy with this one.

● James Leach

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 90% | 74% | 88% |
| GAMELIFE | OVERALL SCORE: | 87% |
| 84% | | |

**VERDICT:** It's an arcade-style game with no pretensions to be anything else. This target-led blaster has it over *Lethal Enforcers*. You don't get a gun; you can't even use a mouse, but it's still great.

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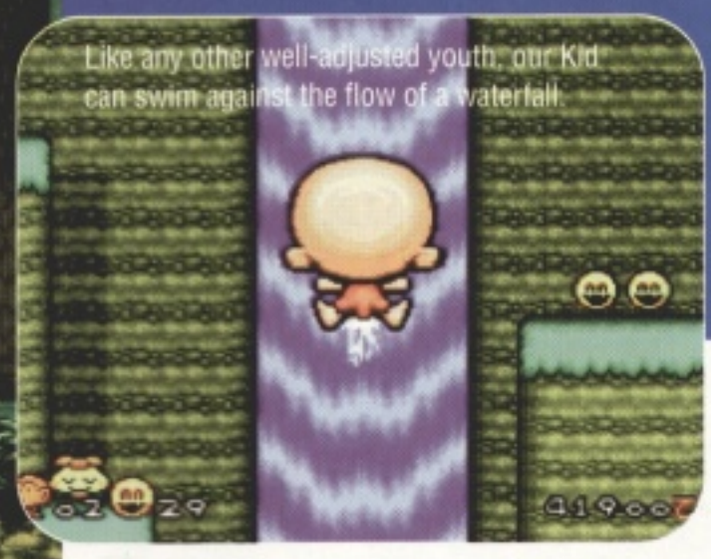
Japanese Release

**Game:** Super PC Kid
**Publisher:** Hudson Soft
**Developer:** Red Company
**Price:** £50 – £60
**Release:** Out now
**Players:** 1
**Cart ROM:** 12 Mbit
**Adaptor:** Any

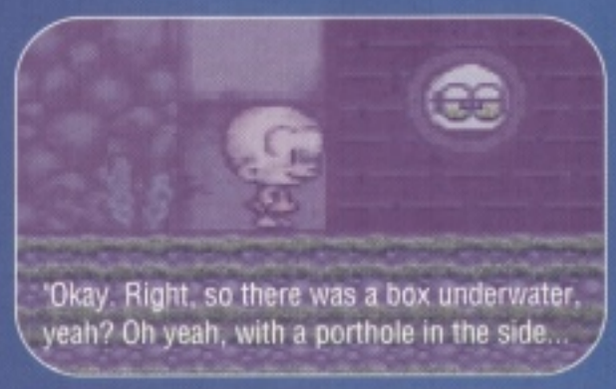
Kid Godzilla! Gasp! As he leaps over entire buildings in one bound! Swoon! As he demolishes the city with no remorse! Go out of your head! As you try to work out what heck the programmers were thinking of!

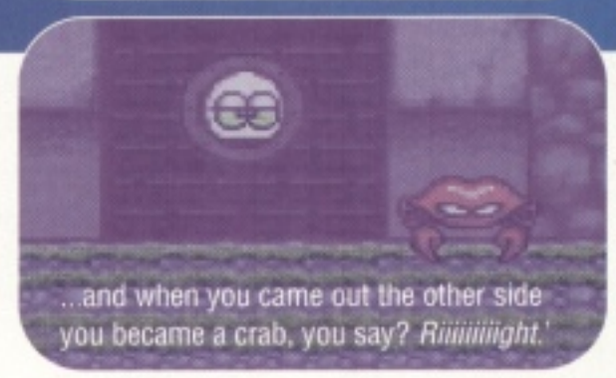
**This game is, in every sense of the word, mad. And so am I. Litmus paper. See? Told you. But I'm lovely with it...**

# SUPER PC




Left: Q: Why do elephants' soles have wrinkles in them? A: To give th... (*Stop it now – Ed*) Sorry.



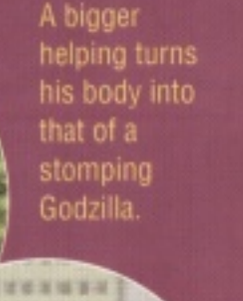

## "SIZE OF AN ANNOYED OSTRICH!"

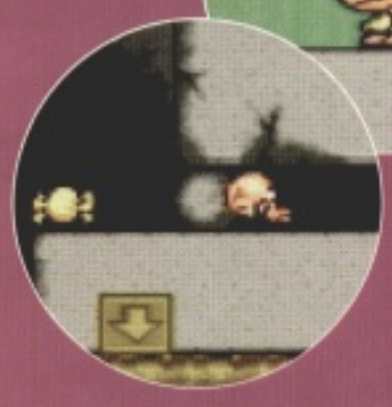
**Kid changes his size and form by eating different coloured sweets and portions of on-the-bone meat, in a similar fashion to Mario and mushrooms. Except that here, of course, the whole concept is just a little bit warped.**

Here's Kid as he starts the game. Apart from his obvious head/torso size relationship quirk and lack of hair there's nothing odd about him.

A small bite of juicy meat later, however, he becomes this monster.

A bigger helping turns his body into that of a stomping Godzilla.

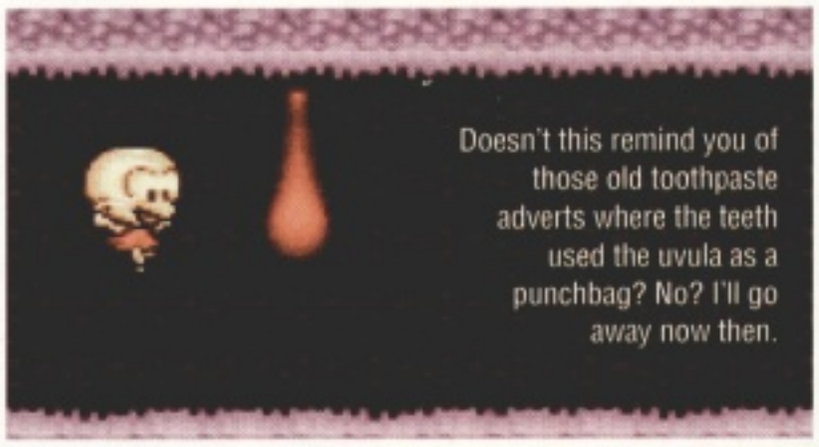


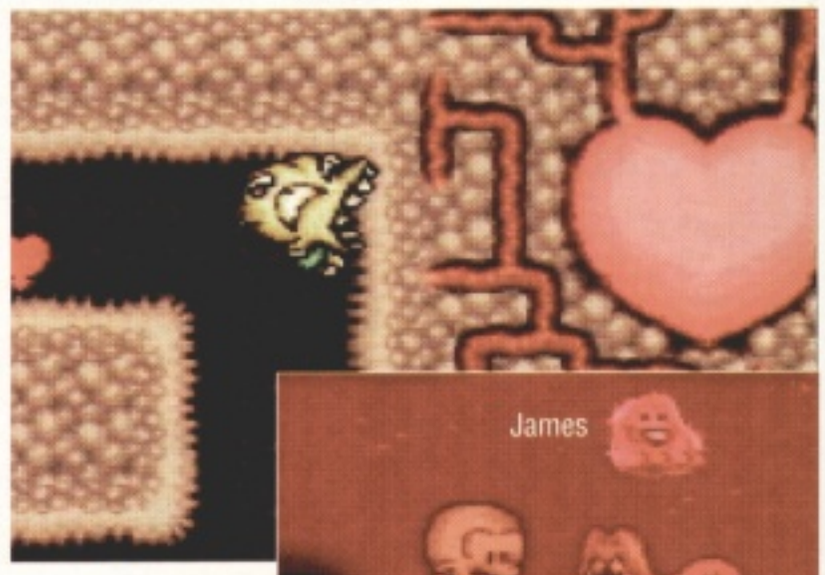


Red sweets turn him very tiny allowing him to negotiate low passages and restricted areas.

And blue make him huge! Ideal for frightening the socks off any Tokyo-ites who cross his path.

Also, for some reason, he transforms into this ostrich thing when Godzilla-ness fades.

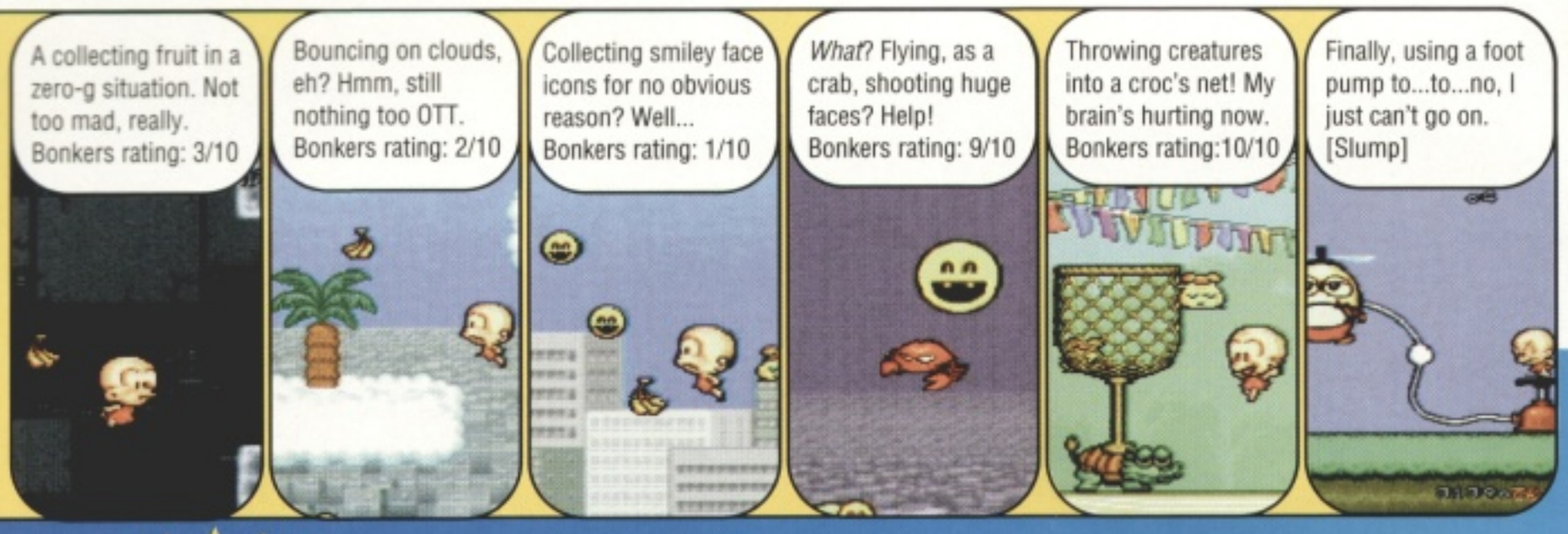

Doesn't this remind you of those old toothpaste adverts where the teeth used the uvula as a punchbag? No? I'll go away now then.



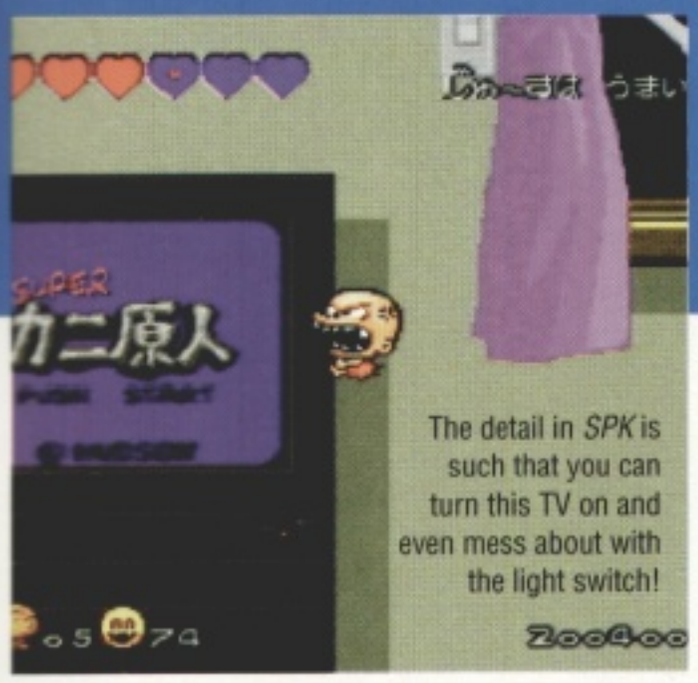

Above: Kid munches on trachea-lining during his fantastic voyage through a monster's innards.

## BONKERS BONUSES

**If the main game looks weird to you, some of the bonus rounds will have you climbing the walls in bewilderment. If Siggers were around today he'd have a field day trying to unravel all this stuff. He wouldn't manage it, though.**

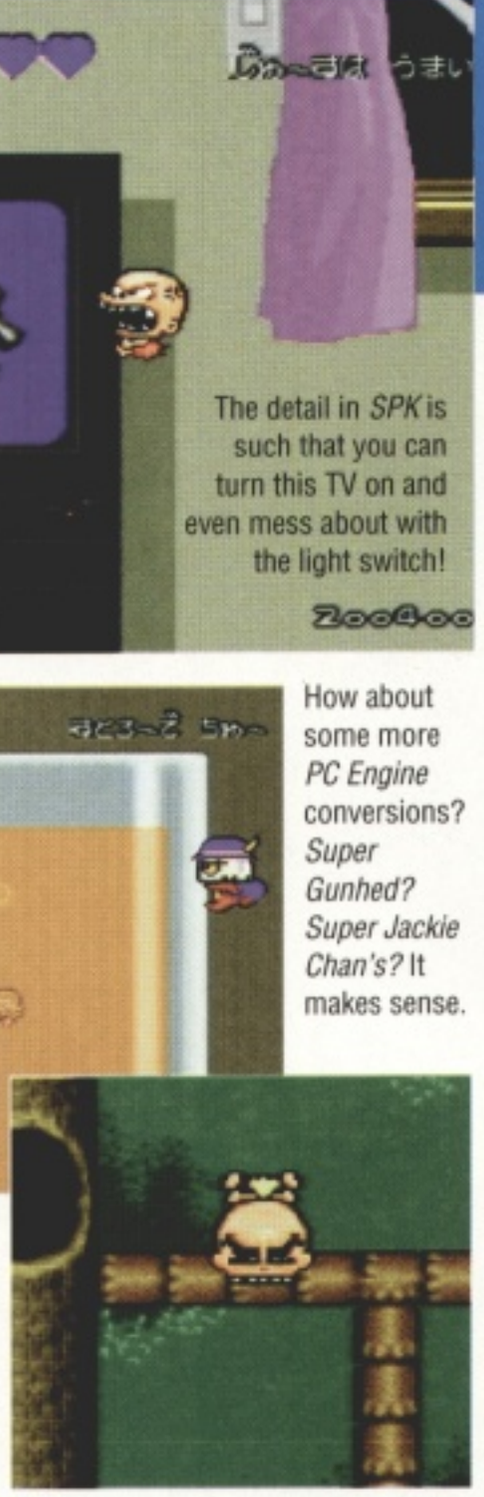

A collecting fruit in a zero-g situation. Not too mad, really. Bonkers rating: 3/10
Bouncing on clouds, eh? Hmm, still nothing too OTT. Bonkers rating: 2/10
Collecting smiley face icons for no obvious reason? Well... Bonkers rating: 1/10
*What*? Flying, as a crab, shooting huge faces? Help! Bonkers rating: 9/10
Throwing creatures into a croc's net! My brain's hurting now. Bonkers rating:10/10
Finally, using a foot pump to...to...no, I just can't go on. [Slump]

# PC KID

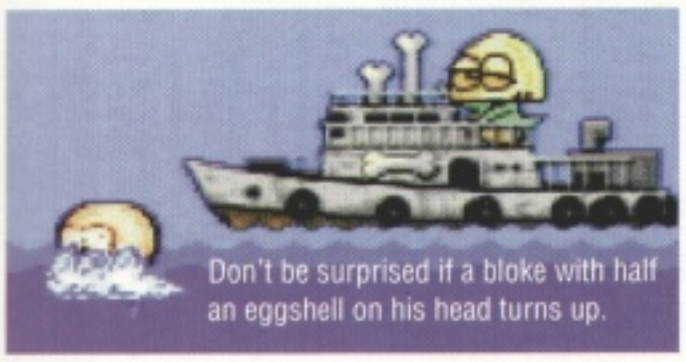



The detail in *SPK* is such that you can turn this TV on and even mess about with the light switch!

How about some more *PC Engine* conversions? *Super Gunhed? Super Jackie Chan's?* It makes sense.



It's one of those moments that, like fingernails on chalkboards, makes you squirm.



Don't be surprised if a bloke with half an eggshell on his head turns up.

## GOOD, BAD OR UGLY?

Rather embarrassingly, the news of a Super Nintendo *PC Kid* game had me soiling my shoes with strings of drool, as the original *PC Engine* series, I feel, are classic games. But now it's here, instead of being bowled over I'm left just a touch miffed. You see, it suffers from the same fault which made *Kikikaikai 2* the slight disappointment it was – and that's the difficulty level. The gameplay itself can often be tricky, especially the later level bosses, but it overdoses on power-ups and collectibles. Any particularly testing sections are shortly followed by stacks of replenishing icons making it pretty much plain sailing all the way. But let's move on, PC Kid is too good to be dismissed as early on as this.

We talk about weirdness all the time with Japanese-developed product whether it's certain manga, films and just as often, games. There is, however, nothing to compare to *SPK* in these terms; I lost count of the number of times where I pinched myself to make sure I was awake and that it wasn't some bonkers dream that I was having. I mean, what other game would dare to feature a lead character able to transform himself into a Godzilla hybrid with steam shooting out of holes in its head? Or include gameplay which relied upon the character's ability to shout a stream of text and stand on it to get to higher levels? Or even, after catapulting you into the depths of space, place you on the earth's surface and urge you to make it spin faster with an on-screen prompt of 'BONK!'? I must drop a kilogram (uncooked weight) of sauteed mangoes into my swimming trunks and stand atop a chest freezer in the desserts section of Iceland while singing Johnny Mathis' When A Child Is Born as a salute to the game's madness.

It excels just about everywhere else, too. The graphics have an odd but attractive *PC Engine* style to them and although the scrolling is occasionally rough, the enemy and background design more than outweigh that deficiency. It also has some of the best inertia I've ever felt in a game; the low gravity space sections are incredibly realistic. Well, I haven't been into space or anything to say it's realistic as such, it just behaves as you'd expect it to. And that's true of the game as a whole; it's intuitive to play and that's obviously a prime requisite in a platform game.

*SPK* is chock full of surprises and so many different things to see and do that it makes you wonder what's left to put in the inevitable sequel. It's probably the game I most enjoyed playing this month and I'd love to give it mid-80s, but the cost/lastability ratio is too off-centre for that. I know, play it using your earlobes or something – you'll definitely get your money's worth then. Do it any other way and you'll be left feeling slightly undernourished.

● Tony Mott

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 80% | 82% | 85% |
| GAMELIFE | OVERALL SCORE: | |
| 51% | | 75% |

**VERDICT:** A huge game with more humour, surprises and fun than an average episode of Tiswas. Unfortunately, like Tiswas, it has a very limited lifespan.

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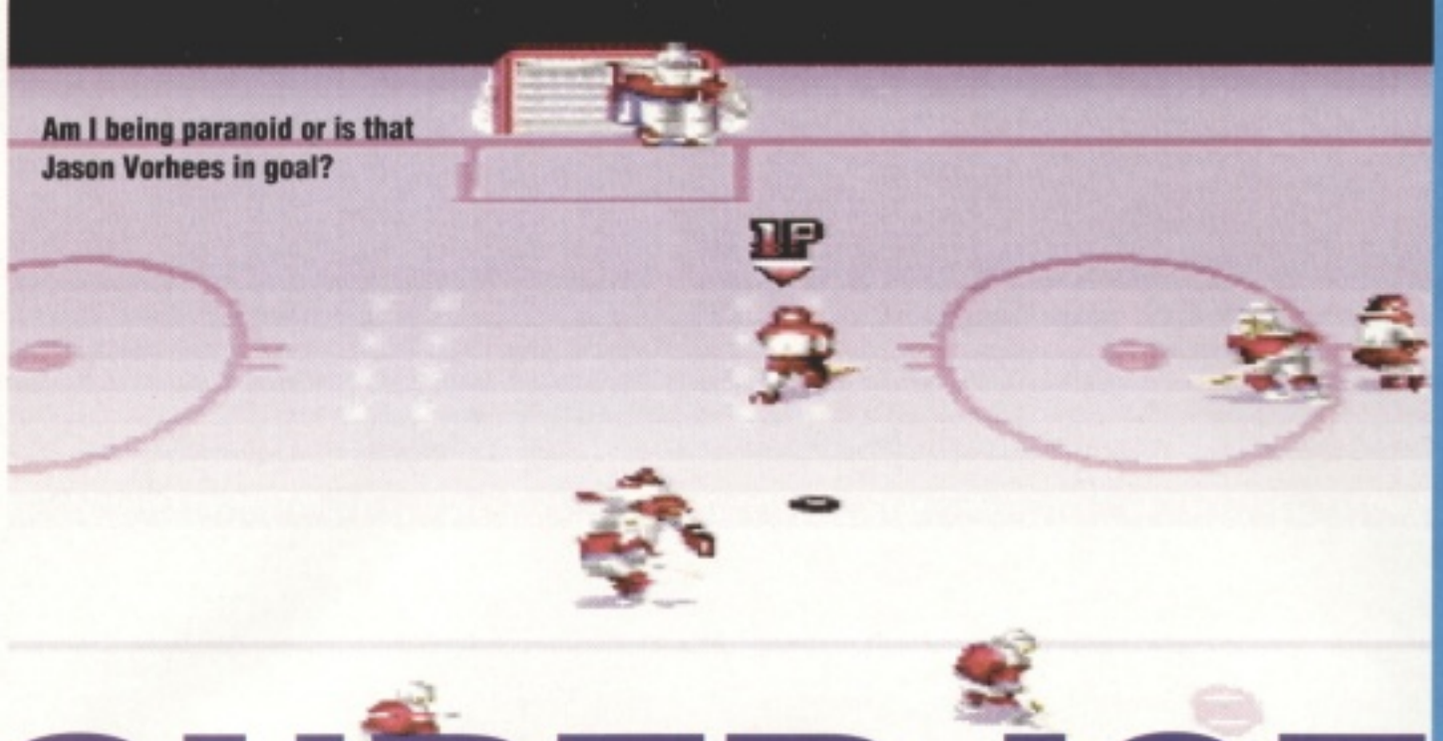


Am I being paranoid or is that Jason Vorhees in goal?

# SUPER ICE HOCKEY

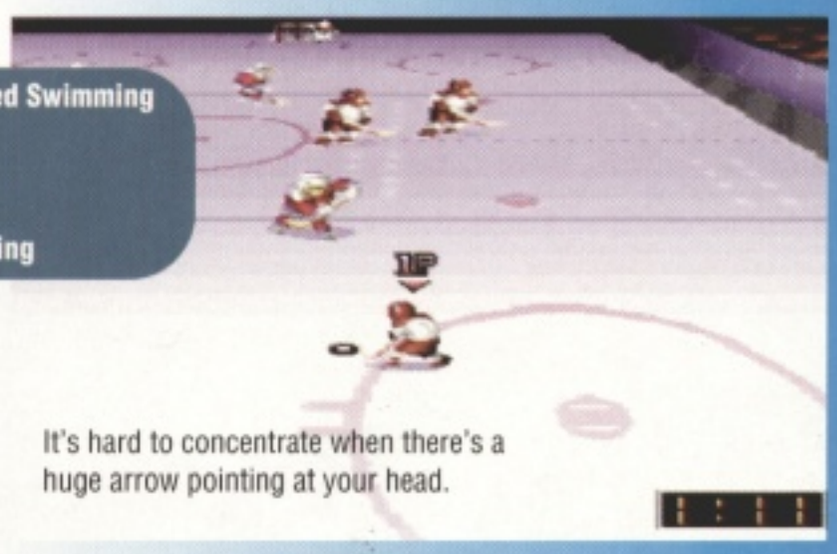
**You might be able to watch the action from four different angles, but this game cuts no ice with Dave Golder.**

UK Release

**Game:** Super Ice Hockey
**Publisher:** Sunsoft
**Developer:** In-house
**Price:** £49.99
**Release:** September
**Players:** 1 to 4
**Cart ROM:** 8 Mbit

## SPORTS THAT WOULDN'T WORK ON ICE

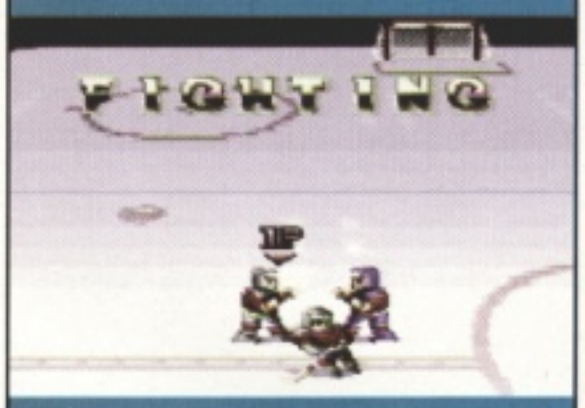
1 Synchronised Swimming
2 Polo
3 Water Polo
4 Shot-put
5 Salmon fishing



It's hard to concentrate when there's a huge arrow pointing at your head.

## HOT DAMM! A RUMBLE

**Of course, ice hockey is most famous for it big punch-ups. And they're not missing from *Super Ice Hockey*. Well, perhaps not big punch-ups, but you do get the occasional bout of fisticuffs.**



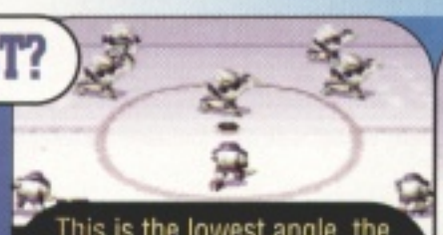

Huge, great scraps would have been a bit more realistic. This is more Queensbury rules.

Right: All the usual mob. How come you never see Botswana in these things, eh?

Left: In the tournament you can play with up to three mates on the same team, or all four of you on different teams.

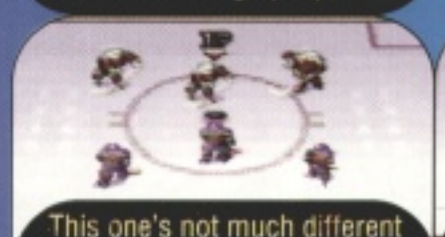
## ARE YOU FOR OR AGAINST?

**What sports sim would be complete without a two-player mode? *Super Ice Hockey* goes two better – with a Multitap you can have up to four players on the go simultaneously. What's more, they can either play on opposite sides or all on the same side, which is when the four different viewing angles do actually have some kind of practical use. Alternatively, you can all pick different teams and play in a tournament. All this is possible, supposing you can find three other people bored enough to want to play the game.**



This is the lowest angle, the one in which you can occasionally see the audience of Lego people.

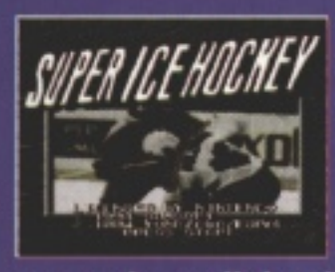
This is the next angle up the scale. You should be able to spot bald patches from here.



This one's not much different from angle two to be honest, but the puck seems to have handily grown.

The lighting maintenance men's view. You get to see the bigger picture from here, and everything.

## GOOD, BAD OR UGLY?




Multiple viewing angles. Multiple bleedin' viewing angles. It was bound to happen, I suppose. In the wake of *Virtua Racing*, everyone now reckons all they have to do to make a hit sim is to show the action from more angles than a John Woo directed shoot-out.

Look, this angle nonsense is all very well, but it in nine cases out of 10 it's just a gimmick. A gimmick like wiring up cinema seats to give audiences a shock during William Castle's *The Tingler*. Never heard of it? Then that proves my point. You can't rely on gimmicks – they have to enhance the gameplay, not replace it. And more often than not in this new breed of multiple-view sport sims, the gimmick becomes the main selling point and the gameplay hasn't progressed much further than the stuff you could find on the 8-bits years ago.

The cause of this little rant? *Super Ice Hockey*. I mean, come on, folks. Yes you can admire the graphics from four different angles, but the action is just as dull and frustrating from all of 'em. It has the same faults that humdrum team sports sims have been having for years now; the control never seems to switch to the player you want to control when you want to control him; tackling is a hit-and-miss affair; and the goalkeepers pretty much have a life of their own.

Okay, so the action is dead fast and your players are impressively mobile (although there are occasions when they seem to fail to respond at all). But the skill factor required won't stretch many players, even on the fastest of the four (which isn't very different) settings.

It's handy to be able to choose your preferred playing angle sure, but, frankly, that doesn't excuse the predictable and limited gameplay. Actually, I reckon the fighting is a much better gimmick – if they'd developed that a bit more to include huge great scraps the game would have been far more interesting.

● Dave Golder

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 75% | 40% | 59% |
| GAMELIFE | OVERALL SCORE: | 55% |
| 51% | | |

**VERDICT:** It's as if years of development in the team sports sim genre have been ignored in favour of a couple of cheap gimmicks.

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## Summer fades and the nights get longer. All across the land, little tigers are helping with the harvest.

**But one isn't going to have much luck. Yes, you guessed it, Neko's going to be peacefully trampling the hay near the dangerous baling machine when, because not quite enough people have discovered the almost dream-like existence that is part and parcel of owning a subscription to *Super Play*, he falls in.**

Agricultural machinery is, as we all know, very dangerous. And it's worse if you're covered in fur. So imagine for a second the almost exquisite pain that Neko must be in as his soft little cuddly body is imprisoned inside that tightly-packed bale.

In fact, the little chap had to miss our top birthday celebrations because he couldn't move anything but his head and one arm. And worse, things aren't going to change. He'll be imprisoned all winter (unless he's accidentally chomped by a cow in the meantime).

The only hope is that you'll subscribe to *Super Play*. And as well as freeing Neko, you'll be able to enjoy the following massive benefits;

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- ✔ If it's raining, you don't have to go outside.
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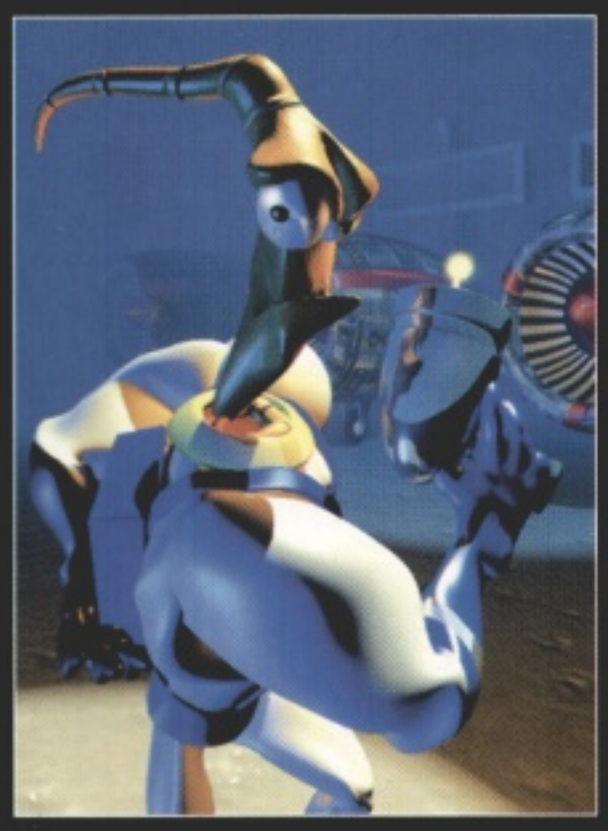
**So that's that, then. Subscribe and you get much more than just *Super Play*. And for a lot less money too. And the tiny tiger gets to survive.**

Is **Earthworm Jim** really all he's **cracked up** to be?



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## A LEAGUE OF THEIR OWN

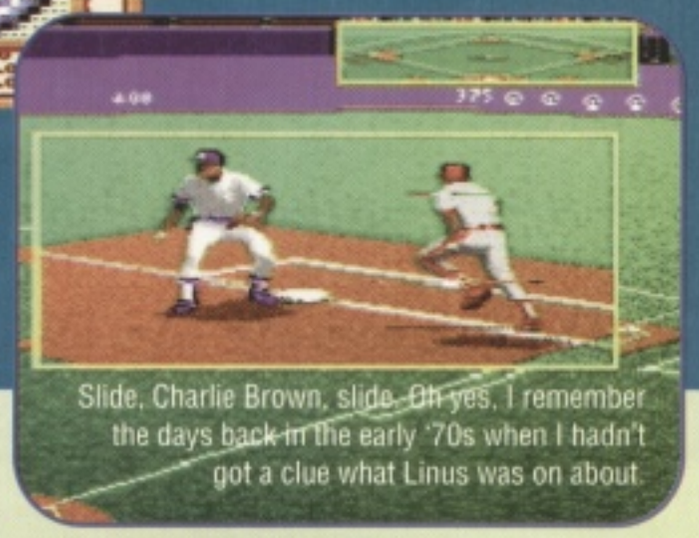
American Release

**Game:** Hard Ball 3
**Publisher:** Accolade
**Developer:** In-house
**Price:** £49.99
**Release:** Out now
**Players:** 1 to 2 simultaneously
**Cart ROM:** 8 Mbit
**Adaptor:** Any
**Game supplied by:**
Zap Computers (0532) 590077

**Ever seen *Field of Dreams?* In it Kevin 'Neat' Costner tries to assemble a baseball team comprising the best players of all time. He needn't have bothered. He could have just waited for *Hard Ball 3* to come out. The team editing system allows you to alter all the attributes of all the players – speed, strength, batting average, the lot. So, like some '50s B-movie evil Nazi scientist you can turn out a cloned team of the finest specimens. Bizarre.**

There's even a primitive art package included so that you can design your own team logo.

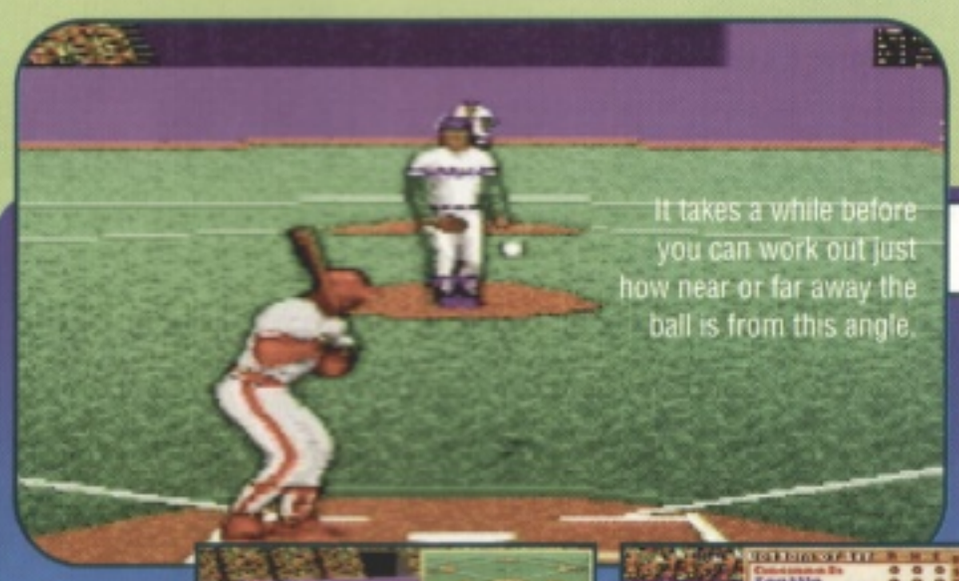
Left bottom: Statistic, statistics and more statistics. And I thought you needed a degree in quantum physics just to understand a cricket score board.



Slide, Charlie Brown, slide. Oh yes, I remember the days back in the early '70s when I hadn't got a clue what Linus was on about.

# HARDBALL 3

**Baseball – it's as American as apple pie. But nobody makes apple pie like Dave Golders' mum. And she's from Staines.**



It takes a while before you can work out just how near or far away the ball is from this angle.

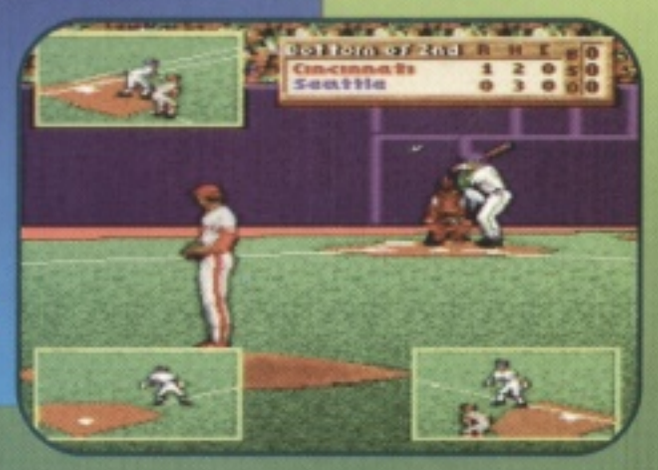
The game had to stop in respect of the guy on third base's religious beliefs.

The amazing success story of Pedro the one legged pitcher from Portugal was a legend in the '63/'64 series.

## PLAYING THE ANGLES

**Wow, forget all those views in *Virtua Racing*. This is *Virtua Baseball*. Check out the variety of views you can have. Pity none of them make trying to hit the blimmin' ball any easier.**

Handy windows appear showing you who's on each base… and who's trying to steal (not that there's much the fielding side can do about it the game reacts so slowly).



## GOOD, BAD OR UGLY?

Okay, I'll come clean. I've never played *Hard Ball 1* or *2*. Jeez, I've never even heard of *Hard Ball 1* or *2*. I reckon this could all be some marketing ploy – I bet some besuited sales type somewhere thinks that by sticking a 3 at the end of the title it'll trick us into thinking that *Hard Ball* must be the third part in a successful series.

But if there were two predecessors, I'd be surprised if they did clock up meaty sales figures, because, frankly, *Hard Ball 3* is a pretty humdrum affair. If this is the latest update, with, presumably, loads of new improved features, the others must have been forgettable (which would explain a lot). Sure there are more options than a maths GCSE multi-choice paper – you can customise just about everything bar the title screen. And all the teams have their own particular strengths and attributes. But what it comes down to it, all you're trying to do is swing the bat at the right moment or get your fielders to throw the ball in the right direction.

Or maybe not even that much. Because, if you want, you can sit back and just manage. Yep, there's a management element. But not much of one. It's not like you actually train your men, or indulge in transfers or anything. You just choose the teams, swap pitchers and fiddle around with batting orders. I've seen chinese takeaway menus that offer more mental stimulation.

Add to this squint-inducing text, trite music and the fact that batting is ridiculously tricky while fielding's a doddle, and you've got a very uneven and stilted game that never really gets into its swing. The shame is that the actual baseball action, as limited as it is, ain't that bad and provides a respectable enough dosage of harmless distraction. But there's so much unnecessary tack thrown in, it makes you wish all the effort that had gone into the presentation had gone into the game.

● Dave Golder

| GRAPHICS | SOUND | GAMEPLAY |
|---|---|---|
| 68% | 55% | 68% |
| GAMELIFE | OVERALL SCORE: | |
| 72% | | 69% |

**VERDICT:** It looks like there's loads going on but, in reality, it's a pretty limited and unexciting affair.

# THE SECOND SUPER PL

# IT'S THE BEE AWA

**Cast your minds way back to the beginning of the summer, when the world was in turmoil and issue 21 of *Super Play* was a steadfast rock, standing unbuffeted by the winds of chaos. Anyway, we printed the entry coupon for the Second Golden Bee Awards, sponsored by Datel. And yes, here we are, a few months later, with all the results. Let's see exactly who's won what. You could be in for a few surprises...**

## BEST SNES BEAT-'EM-UP

***STREET FIGHTER II TURBO***

**Runners-up:** Turtles Tournament Fighters
Mortal Kombat

No real surprises here. *SFII* won by a mile. And we are in full agreement; it is the best beat-'em-up by far. Apart from *Super SFII*, which only got a couple of votes because it's only been available recently.

## BEST SNES SHOOT-'EM-UP

***STARWING***

**Runners-up:** Cybernator
R-Type III

Again, *Starwing* is way out in front. The fight between *Cybernator* and *R-Type II* was close though, with *Pop 'n' Twinbee* snapping at their heels.

## BEST SNES DRIVING GAME

***ROCK 'N' ROLL RACING***

**Runners-up:** Super Mario Kart
Nigel Mansell F1 Challenge

Technically, *Super Mario Kart* is too old for these awards, but seeing as so many people voted for it, what can we do other than include it? Also featuring was *Wildtrax*, but again, it's just too new to get a massive number of votes.

## BEST SNES STRATEGY GAME

***METAL MARINES***

**Runners-up:** Mega-lo-Mania
The Lost Vikings

The tense Japanese mobile-suit classic involving massive international war just pipped *Mega-lo-Mania* to the prize. *Super Bomberman* got a decent number of votes, so it deserves an honourable mention, even though it isn't *exactly* a strategy game.

## BEST SNES SIMULATION

***TURN AND BURN***

**Runners-up:** Spectre
Sensible Soccer

A very close race indeed,this one. *Turn 'n' Burn* is the closest to a 'proper' simulation, with *Sensible* picking up a lot more votes in the Sport category. *Spectre* did surprisingly well.

## BEST SNES SPORTS GAME

***NBA JAM***

**Runners-up:** Sensible Soccer
FIFA International Soccer

*NBA Jam* got twice as many votes as *Sensible*, which shows how it's really caught on in a major way. *Madden '94* didn't poll very highly at all.

## BEST SNES PLATFORM GAME

***MARIO ALL STARS***

**Runners-up:** Legend of the Mystical Ninja 2
Super Metroid

*All Stars* does deserve this, even though you could argue that people have voted for the cart and not any specific games on it. But never mind. *Super Metroid* did very well.

# PLAY READERS' AWARDS

# THE GOLDEN AWARDS

## The results!

### BEST SNES RPG

***SECRET OF MANA***

Runners-up: **Legend of the Mystical Ninja 2**
**Zelda: A Link to the Past**

*Mana* was never likely to be threatened in this category. But it's nice to see *Zelda* still coming on strong, even though it was released ages ago.

### BEST SNES PUZZLE GAME

***SUPER PUYO PUYO***

Runners-up: **Lemmings**
**Pac-Attack**

Apart from a couple of votes for *Troddlers*, all the attention was focused on these three. The lion's share, of course, going to *Super Puyo Puyo*, which deserves the award richly.

### BEST SNES GRAPHICS

***SUPER METROID***

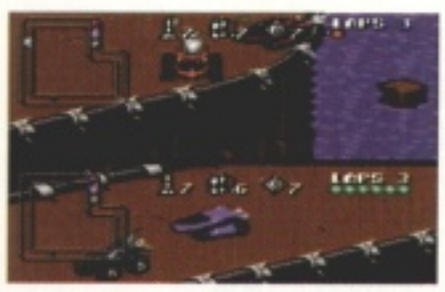
Runners-up: **Mortal Kombat**
**Clayfighter**

*Super Metroid* really is a stunner, but the other games point to photo-realism being popular amongst *Super Play's* readers. Both *Mortal Kombat* and *Clayfighter* use digitised images to good effect. *SF II Turbo* deserves a mention for picking up several votes.

### BEST SNES SOUND

***ROCK 'N' ROLL RACING***

Runners-up: **Street Fighter II Turbo**
**Secret of Mana**



The obvious winner, *Rock 'n' Roll Racing* was streets ahead in this one. We were surprised to see *SFII Turbo* cruising in right behind it. *Mana*, of course, does boast some lovely sounds.

### BEST SNES PERIPHERAL

***SUPER MULTITAP***

Runners-up: **Datel Action Replay II**
**SN Programmable Pad**

Last year the Pro Action Replay won the award. This year is was a very close two-horse race between the Action Replay II and the Hudson Soft Multitap. The Multitap got it by a mere handful of votes.

### GAME MOST AWAITED

***SUPER STREET FIGHTER II***

Runners-up: **Vortex**
**Starwing 2**

Most entries for the category arrived before *Super SFII* turned up in this country. *Vortex*, however, has had a massive amount of interest generated in it, and it easily beat *Starwing 2* for second place.

### BEST SOFTWARE PUBLISHER

***KONAMI***

Runners-up: **Nintendo**
**Capcom**

A real turn-up, this. Capcom won this award last time, but they're dropped to third here. Konami won convincingly, with Nintendo just scraping more votes than the out-of-favour Capcom. What a to-do!

### WORST SNES GAME

***AMERICAN GLADIATORS***

Runners-up: **Last Action Hero**
**Pitfighter**

Yes, well. The least said about these the better. But as you can probably tell from our layout that each category has a certain amount of space for the words. So sadly we've said more than we would have liked.

### BEST SNES GAME

***STREET FIGHTER II TURBO***

Runners-up: **Super Mario All-Stars**
**Secret of Mana**

A RPG makes it into the top three, beating *NBA Jam, Super Metroid* and *Starwing!* No surprises about the top two games, though. *Street Fighter II Turbo* and *All-Stars* are a classic combination.

(See panel for winners of the Best SNES Game competition).

### COMPETITION WINNERS!

**The competition was to correctly guess the top five Best SNES Games, as voted by *Super Play* readers. They were, in order;**

1. ***Street Fighter II Turbo***
2. ***Super Mario All-Stars***
3. ***The Secret of Mana***
4. ***NBA Jam***
5. ***Starwing***

In the last Golden Bee Awards, only one person predicted all five correctly. This time no one did. But seeing as we've got 10 Datel Action Replay II cartridges to give away, we're awarding them to the closest predictions. The winners are, therefore (in no particular order); Chris Green of Reading, Chris Hunter of Carnforth, Eddie Lau of Hayes, David Pashute of Exeter, Stuart Southgate of Erith, Edward Renshaw of Lincoln, K Hendrickson of Blackheath, Christopher Pardoe of Atherstone, Matthew Collinson of Newquay and Tom Walmsley of Chorley.

Congratulations! And commiserations if you were close. Obviously you weren't close enough...

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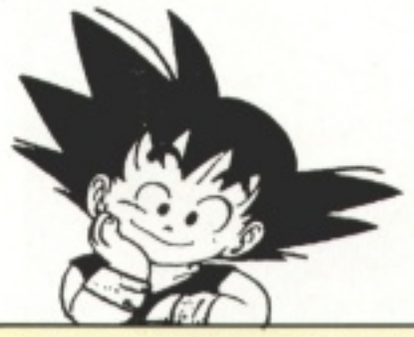

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SUPER PLAYER'S GUIDE

# SUPER STREET FIGHTER II

CAPCOM (JAP/US)
By Gary Blake

**Still learning the New Challengers? Advanced enough to pull a Reverse Cyclone Kick? *Super Play's SSFII* maestro has some surprises for experts and newcomers alike.**

## General Tips

- *Super* makes more use of sprite overlap than any of the previous *Street Fighter II* games. You can really get in deep on a stunned opponent before busting that killer Dragon.
- Similarly, the blocking line is a lot deeper into the sprite. As Ryu demonstrates, this fireball achieves a deep penetration even though it has been blocked.
- Some characters recoil less than others after a successful strike, and this makes them prone to more attacks. For example, it's easier for a close Dragon Punch to land all of its potential hits on a tall sprite or a slow-recoiling character like Fei Long, whilst Ken and Ryu fall back out of the way further and faster after the first hit. Chun Li practically flies backwards. Take time to learn the how your opponents recoil.
- Pay close attention to the new animations, and don't take anything for granted – especially if you're a veteran of *Turbo*.
- *Super* is a combo-orientated game. You can use that handy points indicator to tell you when you've tagged the different attacks correctly, and also to work out your own unblockable combinations.

## THE NEW CHALLENGERS

Obviously, if you've probed the depths of *Turbo* then this is where you expect to get your money's worth with this cart. In any case, it's a good idea to learn all of these characters – even if you're a Ken/Ryu devotee – because you'll initially find them a little unpredictable. The best advantage you can have over your enemy is to learn their strengths and weaknesses and thus predict how they will react to any situation.

## CAMMY

Although she's bound to be a big hit with players for, er, rather suspect reasons, there are limitations to her offensive capabilities. Cammy boasts no less than four throws: the Suplex and Thigh Press are standing throws, whilst the Air Body Throw and Frankensteiner are both for use in mid-air against jumping opponents. Make good use of her medium (Forward) Kick. A minor oddity is her standing Roundhouse Kick: she actually stands on one hand and hits low, in a manner more akin to Chun Li's crouching Roundhouse.

The Spinning Knuckle isn't as great as it first looks – it's very hard to time it right for invulnerability against fireballs and it can't be tagged onto anything for a combo. It does have two hits in itself, though. It's best used for passing unharmed through sweeps and punches, and especially for hitting a waking opponent.

The Cannon Spike moves her straight forward – there's no fall-back as with a Dragon Punch – but it allows her the same Punch/Punch/Spike combo possibilities as Ken and Ryu's Dragon.

The first time you pass through a fireball you'll think it's a great move – but different speed projectiles will always mess up your timing.

Cammy's kicks are her best asset. Her close Roundhouse is a tidy handstand counterattack to stop opponents jumping in for an attack.

Begin this combo with a flying Short Kick. It's vital that this first hit lands deep. As you land, strike a Fierce Punch whilst beginning the motion for the Cannon Spike. Tap the Short Kick button again to complete the Cannon Spike and your opponent should be knocked down for a palpable three hits.
You can also copy Ken/Ryu combo formations: a flying Fierce Punch/Fierce Punch/Cannon Spike takes practice, but is formidable in battle.

## FEI LONG

My favourite new character, and his special ending is an un-named tribute to martial arts movie star Bruce Lee.

The Roundhouse step-in (towards plus Roundhouse) is a superb new move, and scores a double hit. There's also a slight jump in it which can sometimes clear a low Forward Kick. This is even more noticeable on the medium (Forward) Kick, which lifts him into the air for a brief moment and avoids sweeps. You can surprise your enemy with the good range on his crouching Forward Kick.

The Rekka Ken is one of the greatest new moves in Super's repertoire. It combos excellently if timed well (the animations will tell you that's exactly how you're supposed to use it) and the Jab Rekka is incredibly fast. Fei Long can cover the length of the screen with just three Rekkas.

Fei Long's short kick shouldn't be underestimated, either. Up close, use a standing Short Kick for a knee strike whilst performing the motion for a Rising Dragon Kick. You can combine these for a powerful two-in-one.

Fei Long's five-hit Rekka combo is one of *Super's* sweetest new combos. Begin with a flying Fierce Punch and land a standing Strong as you touch down, immediately beginning the the Rekka Ken motion. Tap the jab button to complete this third strike. If you get the timing right, you can follow up with two more Rekka Kens to score an awesome five hits!

The Rising Dragon Kick combos as well as any Dragon Punch, so experiment. Here's a standard 3-hit Dragon combo to begin: the flying Jab hits deep, followed by another Jab whilst you begin the motion for the short Rising Dragon Kick. Long's crouching Fierce claw strikes very low and works well towards a dizzy. Try chaining a flying deep Roundhouse, standing Strong followed by low Fierce to mess up your opponent.

## DEE JAY

Another great character, the Max demonstrates how combo-orientated *Super* really is. Excellent range on the standing Roundhouse Kick. Although it looks similar to other character's slide Kicks, note that there's a slight flick upwards of the foot on the crouching Roundhouse Slide that will take out mid-air opponents who have jumped in. It makes for some excellent keep-out techniques using the slide and the Max-Out against jumping opponents. Another feature to turn to your advantage is that his basic standing medium (Forward) Kick can actually score two hits.

For this 4-hit combo, jump in with a Fierce whilst charging down. Still charging as you land, throw a Jab then let loose the Hyper Fist for two more hits. Alternatively, jump in with a flying Fierce whilst charging back, land a Strong and release the Max-Out. Note that DJ can't use his other charged moves after a Strong for rounding off a combo.

Above Left: The Roundhouse slide
Above: a low Forward will catch out jumping foes slightly further away.

## T HAWK

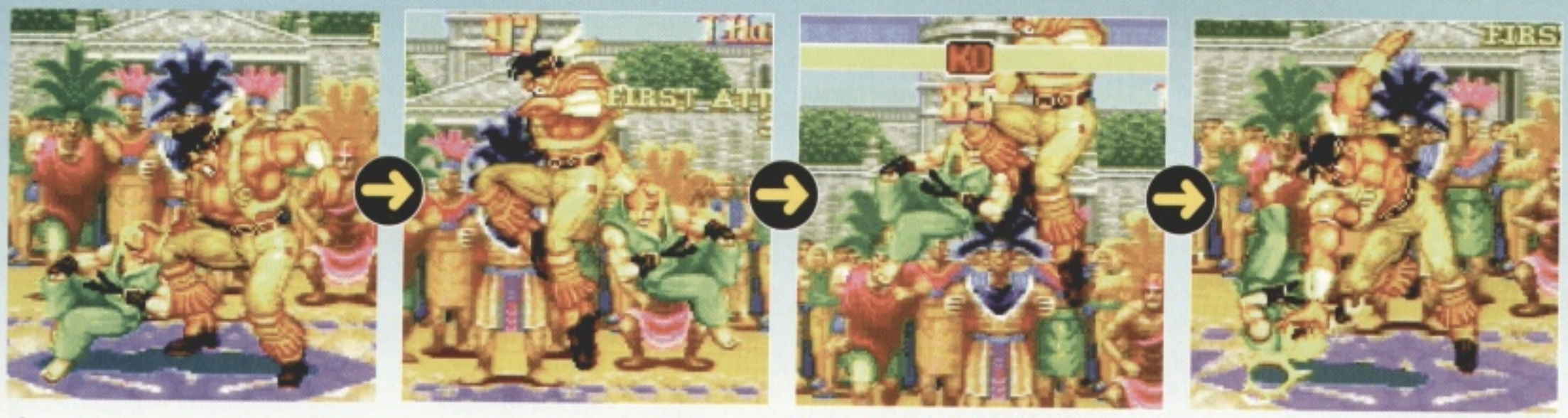
In my opinion, they've made Hawk so hard that he unbalances the game. His kicks, particularly the Roundhouse Sweep, are just too damn powerful and the special moves give him an unfair advantage over everyone else.

As an example of what I mean, take a closer look at his crouching Fierce Punch (below left). It has a hit contact area that stretches all the way round his arm from the elbow at the front to the tips of his fingers behind him! So even when he ought to be prone to jumping opponents, he's still set up for a heavy attack.

Note that the Hawk Dive can be performed at any time on the way up. Not only will it give projectile users a headache, but you'll automatically jump back clear of any retaliatory attacks. Boo!

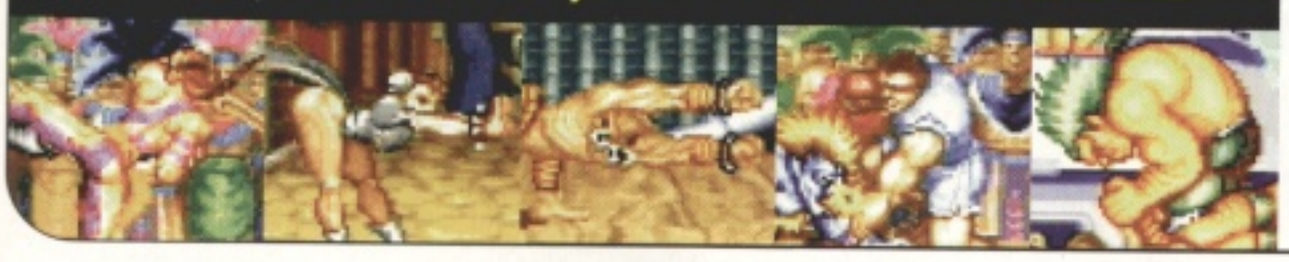
T Hawk's dragon equivalent, the Thunderstrike, can score two hits if it's fierce. The Jab Thunderstrike tags well for combos.

A Roundhouse, Jab and Thunderstrike for three hits. You can mix this up, too – try flying forward and Short Kicks for the first strike, or a Short Kick for the Jab.



On top of all those Dragon Punch style moves and the Hawk Dive, they've given him a Spinning Pile Driver move called the Storm Hammer which out-Zangiefs Zangief! See how Ken here is being spun around half a dozen times or so like a bag of satsumas. T Hawk's just far too good.

## OLD DOGS, NEW TRICKS



Some of the older characters haven't been upgraded much, except in terms of animation – Guile fans, chiefly, will be disappointed to find that he's rapidly being left behind the others. Honda's head-butt is only slightly refined but he's still a good character. We'll concentrate on some of the changes you can use to your advantage.

## VEGA
### Jap: BALROG

Vega's standing Roundhouse is excellent against jumping foes, and overall the modifications have left him with some effective counterattacks. He now has two types of backflip, and they'll carry you safely through a Dragon Punch. Use three kick buttons for a single flip and three punch buttons for a double flip and roll.

With the Barcelona Air Dive, Vega can launch himself from the wall with respectable speed.

There's a little finesse required in getting the Claw Thrust to strike home, though: Vega hits the other side of screen at different heights depending on the strength of punch used.

Jab – strikes high
Strong – strikes at middle height
Fierce – strikes low

Use the fierce on crouching characters or for a deep hit, and jab against tall or jumping characters. If you always play high you may miss altogether.

Who's a pretty boy, then? Vega's standing Kicks provide excellent counters, whilst his long-armed Fierce is superb for opening a combo.

Here's the proof: Vega's high backflip carries him clear through Ken's Flaming Dragon without his pants getting singed.

## CHUN LI

**Sure, the old gal's got a few new tricks – but she's still not much good, actually. Her new charged fireball is perfect for combos (you can finally pull off a Fierce/Fierce/fireball) but its limited range leaves her hopelessly outgunned in a shooting match. Use her close Roundhouse as a counter against jumping opponents.**

***Turbo*** **fans will instantly discover that her Spinning Bird Kick is very slow to charge, but you can still do it in mid-air. Charge down, flick the D-pad up and then down again very quickly and then finish the move whilst she's jumping. It still seems ludicrously weak in comparison with the Cyclone Kick, naturally.**

Jump in with a flying Fierce whilst charging back, use a Fierce as you land and then release the fireball for a combo.

You can birdie in mid-air, but it takes a huge jump - or our little tip above - to pull it off.

## DHALSIM

**Dhalsim's a much sharper character now, and his easier teleport (at last!) means you can pull off sneaky tricks like the flame/Punch teleport trick. You can shoot yoga fire, then appear behind them and attack before fire hits! They can't block both ways, now, can they?**

Right: throw a Yoga Fire at your opponent and hit Fierce as the fireball is travelling towards them. The Punch will connect as the fireball does for a rapid two hits.

Make use of that teleport now it's easier to perform the move. Dhalsim lets rip with a fireball and then begins to teleport immediately whilst the fire is still travelling. He's already behind his enemy when the projectile hits and can take the opportunity to throw or head butt his opponent.

## BALROG
### Jap: M BISON

**The boxer has really benefited from *Super's* improvements, and he's a character I play regularly. Make a good note of the low angle on some of his his punches that Balrog can throw jumping forward or back. His shoulder butt gives him the invulnerability to move through fireballs and jumping enemies. Balrog can now pull a fairly cheesy rush/throw move against crouching blocking characters: use a dashing uppercut (on the Roundhouse button) and go straight into a head butt.**

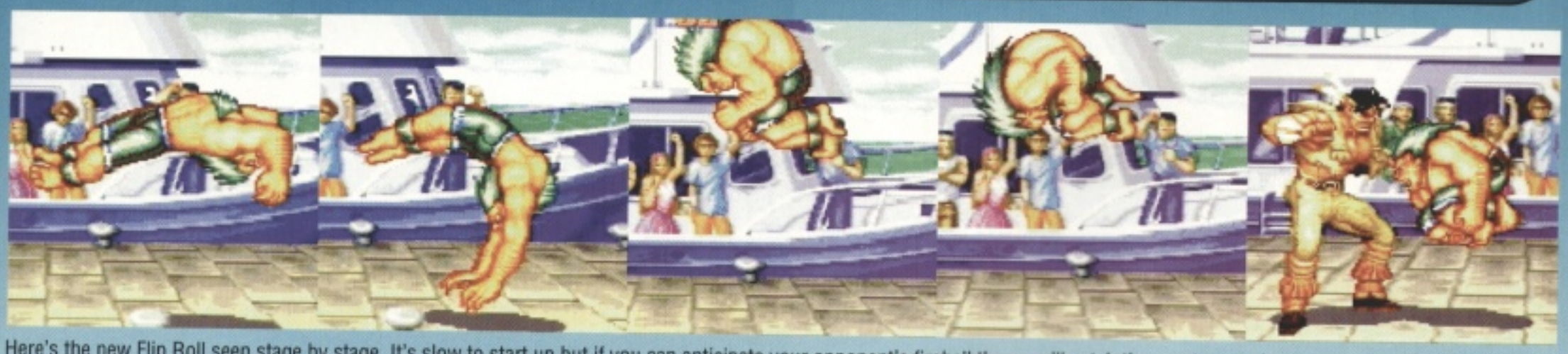
Left: Balrog's low-slung Punch is devastating. Jump in with a deep Fierce whilst charging back, do a crouching jab and initiate the Dashing Punch.

Above: intimidate your opponent into crouching by mixing up Dashes and Punches. You can go straight from the next Dashing Punch into a head butt and annoy the hell out of them!

## BLANKA

The Brazilian beastman now kicks out of his vertical cannonball roll, but it drops him back a little as he comes out of it. This is presumably to get him clear of sweeps and such like, but it loses the psych-out confusion value of *Turbo's* roll where you could buzz up directly over an opponent's head. It also has to be performed slightly closer.

Blanka's new Beast Roll starts with a small flip and, if timed to perfection, will take him clean over a projectile attack to smash the opponent. The fierce roll scores a double hit, note.



Here's the new Flip Roll seen stage by stage. It's slow to start up but if you can anticipate your opponent's fireball then you'll catch them out every time.
A minor oddity is that Blanka's Vertical Roll finishes with a Kick. Not entirely useful, it must be said.

# KEN AND RYU'S MASTERCLASS

## Ken's Reverse Cyclone

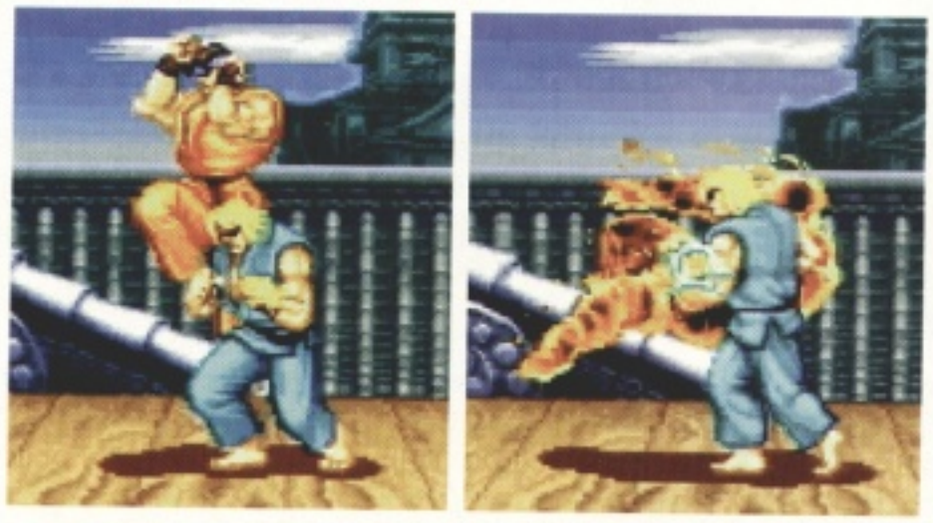
Yes, it's true. You can now Cyclone Kick away from your opponent. Firstly, you must be standing to perform the move. Execute the cyclone move on the D-pad (down, down-back, back) and immediately jump back (up-back on the D-pad). Wait until the moment you leave the floor, then tap the kick button.

Effectively done, the move will be performed in one smooth motion like a reversed Tiger Knee (down, down-back, back, up-back) with close attention paid to the timing of the kick. This works with all three strengths of Cyclone Kick, and is best employed as a hit-and-run manoeuvre: standing close to your opponent, use the Reverse Cyclone to score a hit and then retreat to the far end of the screen. They'll still be recovering from the hit whilst you're far enough away to think about a fierce fireball.

## Ken's Reverse Dragon

This move really demonstrates the sophistication of *Super* over earlier versions. At the start of a flaming dragon punch, the hit area is a fist-height lateral line through Ken's body.

As your enemy jumps in deep, walk underneath them – that's the 'toward' part of the Dragon – then complete the move in the other corner of the D-pad (so that's toward, down, down-back!) and you'll still launch into a Flaming Dragon to catch them as they come down.



## GOOD DIZZYING

The major improvement in dizzying is that you can now spot when an opponent is dizzied immediately after the attack which causes it. The spinning dizzy sprites (stars, chicks, reapers and so on) appear above the victim as they fall over, giving you that vital extra second to plan a hefty combo. No more will you jump in to attack a character you think is stunned, only to be greeted with a humiliating Dragon Punch!

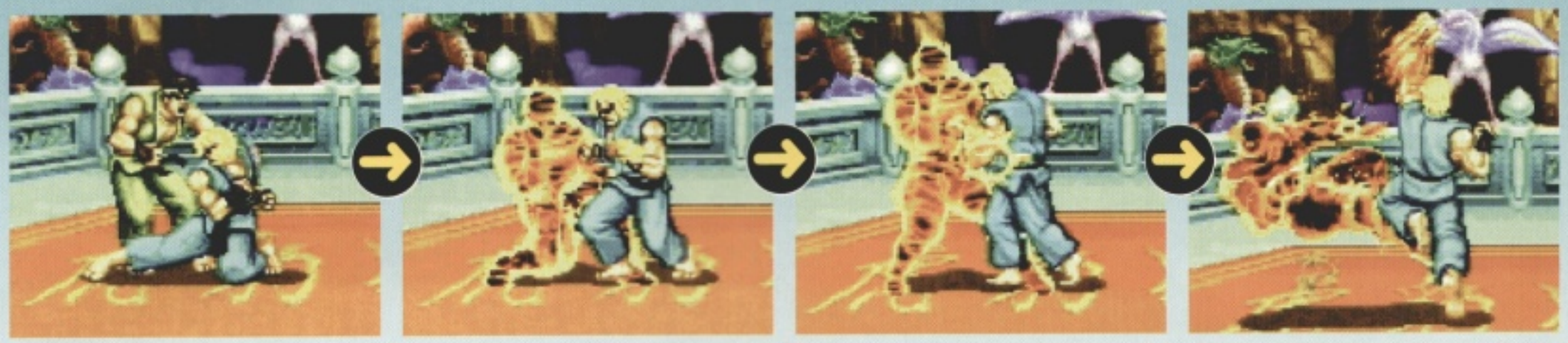
*Super's* dizzying places slightly less emphasis on heavy damage and fierce attacks and more on the rapidity of attacks. An advantage for good dizzying is, perhaps surprisingly, the medium, or Forward, Kick (or knee when standing close) because it combines both reasonable damage and fair speed. A low Forward Kick into Dragon Punch combo is superb for this purpose. The fireball is also most effective, but combine it with Forward Kicks and you'll find dizzies happen regularly.

An important change from Turbo is that they've made Ken's punch/punch/dragon punch three-hit combo much harder to pull off. In Super you must do the second punch of the combo the exact instant you hit the floor or the attacks won't tag.

## Ken's Dragon punches

**Ken's Dragon Punch has been modified in many ways. First, you'll find that each strength of Dragon is capable of a different number of hits, as follows:**
**Jab – one hit**
**Strong – two hits**
**Flaming – three hits**
**Second, and just as importantly, the invulnerability of the Dragon extends to the floor. This means you can now Dragon through your opponent's sweeps and low kicks.**

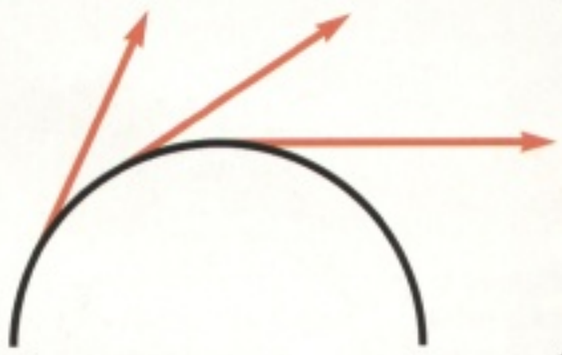
This is a devastating combo that's worth the time it takes to master. Start off with a deep flying fierce that lands you in close whilst pressing toward. As you hit the floor, tap Forward Kick for a knee to your opponent's rather delicate parts and complete the Dragon Punch to add injury to injury.



This Short Kick/Dragon combo can score up to four hits, and has the added bonus of being immensely satisfying to pull off. Practice this one until it's natural enough to be thrown in at the slightest opportunity. Here we've isolated each hit of the move when used against an average height character.

## Mid-Air Cyclone kicks

**A jumping character follows a ballistic arc (the black line). Depending on when you Cyclone, you'll follow the tangential path at that point (red lines). Cyclone at the apex of the jump and you'll travel straight across the screen.**



**If you jump straight up, though, it's different. A cyclone on the way up or down will turn you on the spot: jump straight up and cyclone at the highest point and you'll move forward a little. Both Ryu and Ken are vulnerable coming out of a cyclone (below).**

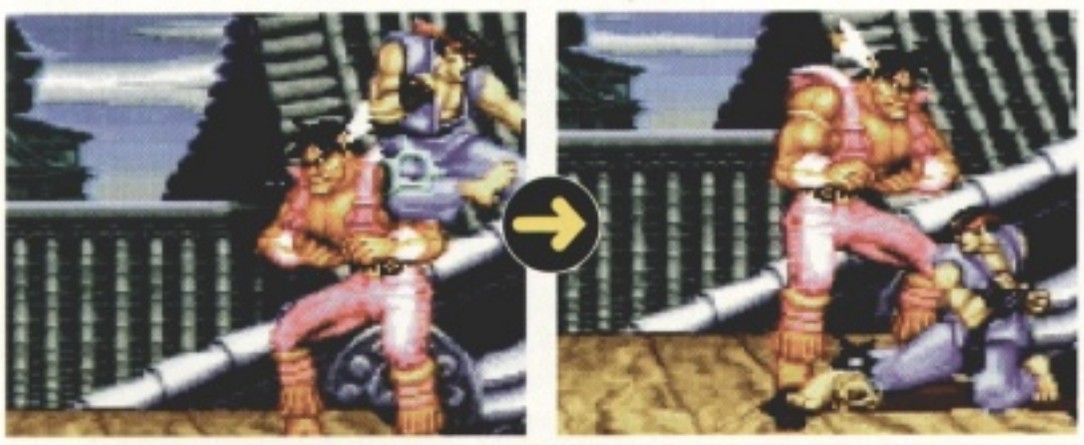
**All Ryu's cyclone kicks have been downgraded in terms of duration and range. His Roundhouse Cyclone is equivalent to Turbo's medium (Forward Kick) Cyclone, the Forward Kick Cyclone is like *Turbo's* Short Kick Cyclone, and the new Short Kick Cyclone is, er, very short indeed.**

**If you study the animation you'll see that Ken's Cyclone Kick now hits from the knee.**

## Ryu's Cyclone Invulnerability

**Ryu's Cyclone Kick allows him to pass through fireballs, and you should practice this trick until it's an established part of your Ryu tactics. Because a projectile strikes much deeper in *Super,* the timing is essential. Whilst it's heading for you, perform the down,down-back,back move on the joypad. Wait until the edge of the projectile is touching you and moving deeper before you hit the kick button.**

## Ryu's short kicks combo



Believe it or not, you can land up to 10 hits in one combo – and here's the proof. Cross-up your opponent with a Fierce Kick to the back of the head. Pull down and start rapidly hammering the Short Kick button for repeated hits. It won't stun them on its own, but there's a good chance of dizzying them with the next blow or if you've already hit.
This combo works best against tall characters or Fei Long, who doesn't recoil much when hit.

**No more space! But if you liked this guide, we'll have more master tips on *Super SFII* in a future issue.**

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# GAMEFREAK

## SNES TECH & GAMING ANSWERS

By Jason Brookes

**Got a SNES-related problem? *Super Play's* very own agony uncle will probably have a solution.**

*Equinox*, from Software Creations, has some of the most ethereal soundtracks ever created. Tim Follin's the maestro responsible.

### DEAR GAMEFREAK

**Q** Will any of the following games get translated for the West: *Illusion of Gaia, Ogre Battle 2, Madara 2, Live A Live* and *Romancing Saga 2?*

**A** Nintendo of America have snapped up *Illusion of Gaia* for release, but it remains to be seen if the same will happen in the UK. All the other games you mention are translated for release in either the US or Europe.

**Q** How can I get my hands on the *Secret Of Mana* music CDs you have mentioned before in your magazine? Are the soundtracks remixed versions of the originals?

**A** It's very tricky to lay hands on Japanese game music CDs in this country, but you could try Compact Disc Services at Magnum House, 140 Seagate. Bear in mind though, that you'll need the catalogue numbers for the CDs in question – usually listed in Japanese games magazines.

**Q** Are the soundtracks for the Mega Drive version of *Castlevania* as good as the ones in the SNES version?

**A** To be honest, the Mega Drive version looked so bad I didn't play it long enough to get very far. As far as I can remember, though, it had good sound considering the MD's pitiful sound chip, but nothing (except Tim Follin's *Equinox* and Hiroshi Kikuta's *Secret Of Mana*) even approaches *Castlevania IV* for stunning music.

**Q** Is *Goemon 2* worth buying on import or or is there too much Japanese text to cope with?

**A** It's far easier to get through than the first game, because there are less puzzles – it's more of a straight platform romp.

**Q** Will there be sequels to these brilliant games: *Secret Of Mana, Super Contra 3, Castlevania IV, Mario World* and *Cybernator?*

**A** In that order, yes, maybe, maybe, not on the SNES, and maybe. What insight, eh?

**Q** Why is Squaresoft the only Western company translating Japanese RPGs?

**A** Working Designs are another US company committed to this, but they specialise in the Mega Drive at present. If companies were confident that RPGs would sell in the West, there would be lots more made available. Good RPGs in Japan, are actually quite few and far between – for every *Secret Of Mana* there are about 100 average games – but we'd agree that most of them are a good sight better than some of the dreadful action games currently being released.

**Anon, nonamesville.**

### DEAR GAMEFREAK

**Q** When will *Vortex* be released in the UK?

**A** October

**Q** I heard the Nintendo was bringing out a game called *Transformers* but later heard that *Vortex* was the *Transformers* game.

**A** The *Transformers* game is an entirely different project for Takara, but there are bound to be similarities between the two. No news on the release just yet.

**Q** How much will Ultra 64 games cost?

**A** Apparently, no more than SNES games cost now, that is, a lot.

**James Chang, Worcestershire.**

### DEAR GAMEFREAK

**Q** Eons ago your fine magazine had news of two SNES tennis games, *DSP Tennis* and *Final Set*. Since reading about them I have heard and seen nothing from any source. Can you please tell me if or when they are due out?

**A** Neither game is scheduled for a Western release.

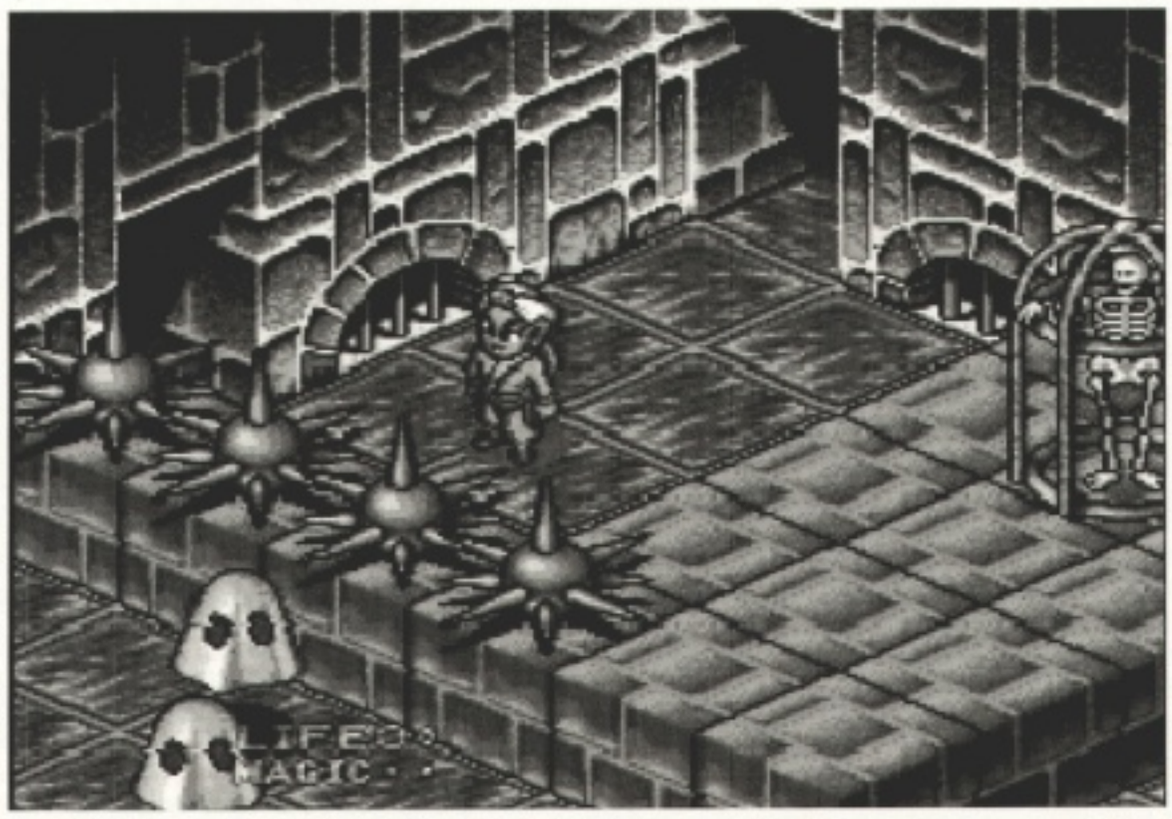
**Martin Ray, London.**

### DEAR GAMEFREAK

**Q** I own a US SNES and usually I buy PAL carts just for the convenience of buying them in the high street. I run them using a Datel programmable adaptor. The problem is that with some of them the sound is affected. In *Zombies* some of the music is missing and what's left is in mono. In *Pop 'n Twinbee* the music sometimes disappears altogether, leaving only the effects. Why does this happen when running PAL carts on an NTSC machine and presumably not vice versa?

**A** PAL carts often have problems running on NTSC machines and it all mostly stems from the timing difference. Sorry, I've no idea why this isn't such as problem the other way round.

**Q** I also own *Equinox* and although the music is impressive it seems to consist of



## NEWISH column!

**What games are you harbouring desires for? What's waiting in the wings? Gamefreak's discerning eye is cast over a few classics.**

**1. KILLER INSTINCT (Rare/Nint) ● Release: October (Arcade)**

The most talked about beat-'em-up in the world and I've played a nearly finished version. After raking in mountains of dosh in the arcades, this one should sell Ultra 64s by the truckload next year.

**2. SUPER BIONIC COMMANDOS (Capcom) ● Release: TBA**

Only a rumour, but one that's worth spreading if only to encourage Capcom to convert their incredibly playable 1986 *Bionic Commandos* (aka *Top Secret*). It's one of the best games ever (arcade shot).

**3. NOSFERATU (Seta) ● Release: October (Japan)**

The *Prince of Persia/Splatterhouse* 'tribute' complete with familiar dracula theme should give *Castlevania* fans their fix until Konami get around to releasing *Castlevania V*. If they ever do.

**4. DEMON'S BLAZON (Capcom) ● Release: September (Japan)**

At first I was incredibly enthusiastic about this one, but now I'm not so sure. I was a big fan of the Game Boy game, but this version doesn't even look as good as *Super Ghouls n' Ghosts*. Oh well, we'll see.

**5. CONTRA: THE HARDCORE (Konami) ● Release: September (Jap)**

The original was one of Konami's best all out shoot-'em-ups featuring superb weapons, Mode 7 scrolling, huge bosses... (*Just a minute Jase, this a Mega Drive game isn't it?*) Er, sort of. (*S-a-c-k-e-d – Ed*).

### DEAR GAMEFREAK

**Q** I recently bought the American version of *Wildtrax* called *Stunt Race FX*. Why did they change the name?

**A** It was originally supposed to be called *Stunt Race FX* in Japan, too. However, a few months prior to release in Japan, they changed the name to *Stunt Trax*, and then to *Wildtrax*. Purely a marketing decision, and a mystery to everyone outside Nintendo Co Ltd (NCL).

**Q** In a recent issue of your mag you reviewed the Japanese version of *Wildtrax*. On some screenshots of the cars their speeds were as high as 220km p/h but on my version the highest speed is 140km p/h. Are the two games as fast as each other, or what? If they're not does that mean the Japanese version is the faster one?

**A** The two games run at exactly the same speed, but the US speedo was obviously altered when converting the game for the American market so that the speedo operates in miles per hour instead of kilometers per hour (US cars and roads use miles p/h rather than kilometers p/h). The UK version will no doubt follow suit.

**Q** How come the Japanese version of *Wildtrax* is more expensive than the American version?

**A** It's more expensive for importers to bring over games from Japan than it is from the US. This is mainly because of the unfavourable exchange rate with Japan, but also because shipping is more expensive from the Far East.

**Jonathan Wan, Essex.**

**Does the US version of *Wildtrax* run slower than the Japanese version? Of course not, it's in miles per hour...**

piece of kit, but wouldn't it be wise to wait until Nintendo show us their machine? I'd hate to shell out £400 only to find out six months later that Ultra 64 was better.

**A** Nintendo's machine should be better – it is, after all, coming to market almost a year later than the Ultra 64 (in Japan). However, there's no guaranteeing that Ultra 64 will be better than the PlayStation in every department. Remember, the SNES appeared two years after the Mega Drive and had an slower CPU that programmers still moan about. It's the software that'll make Ultra 64.

**Q** In your opinion which game is the best in terms of playability and lastability between *Super Mario Kart* or *Wildtrax?*

**A** *Mario Kart* is way, way ahead of *Wildtrax* as a two-player game, but in one-player mode it's a close call. Personally, I prefer the fast, ultra responsive playability of *Mario Kart*, but both of them are superb racing games.

**Q** *Starfox, Super Mario World, Super Mario Kart* and *Zelda* are all superb games, but I have a soft spot for *Pilotwings*. Also, what is your favourite Shigeru Miyamoto game?

**A** Originally it was *Pilotwings*, but I got hooked on *F-Zero* for a while too. Overall though, I think the two-player balloon game in *Super Mario Kart* wins me over.

I noticed that you have been made the editor of *Edge* (congratulations), but please don't stop writing for *Super Play*. It seems that every month someone else leaves (sniff).

**Paul Connor, Manchester.**

### DEAR GAMEFREAK

**Q** On my *Secret of Mana* box, it says 'first game in a new action adventure series'. What will the next game be called, and when will it be out?

**A** No news yet, but *SOM2* is definitely on its way for the SNES.

**Q** With Capcom's recent bunch of crap games in mind, do you think that the conversion of *Super Street Fighter II* is inferior to the previous *Street Fighter II* games?

**A** Personally, I don't think it shines as much as the first game did when it appeared. But then, that was two years ago.

**Q** Call me stupid, but what's the circle for next to the magazine's 'P' in *Super Play's* logo?

**A** It was my idea, funnily enough. When we were launching the mag back in the 'golden days' with Matt Bielby and Jonathan in August '92, we wanted to make the magazine look more unusual, and in particular, give it a kind of look that you'd associate with Japanese games culture and anime. It looked unusual and stylish so we kept it.

**Rossi, Bucks.**

mainly very quiet ethereal sounds, rather than straightforward tunes, as if there is something missing. Is this due to running the game through an adaptor or is it just the game in question? Personally, I think Tim Follin's music in *plok!* is better.

**A** No, *Equinox* has a very strange soundtrack indeed. There are some straight tunes (like the wonderful folky flute music on the water level), but much of the game is played against a backdrop of weird sounds and haunting jingles which fade in and out incredibly subtly. And I'm tempted to side with you about *Plok!* – the jaunty title tune is one of the impressive pieces of music on the SNES, and some later levels sound like early 1970s Genesis!

**Steve Malpass, Cardiff.**

### DEAR GAMEFREAK

**Q** What's the difference between the publishers Namco and Namcot?

**A** Namcot has always been Namco's Japanese software label for console games.

**Q** What is the expansion port under the Super Nintendo for?

**A** Er, expansion. The system was designed with the foresight of CD-ROM expansion (even though it never happened) and satellite broadcast games – which are being tested by Nintendo in Japan.

**Adam Hawkins, Derbyshire.**

### DEAR GAMEFREAK

**Q** I'll admit that the Sony PlayStation looks one slick

**GOT A QUESTION?**
**Then ask the Gamefreak. He's the expert. And he's got all the answers. His address is:**
**Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.**

# MODE 7

By Allan Brett

## CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

**Face it, trying to find a better tips section than Mode 7 is like trying to find someone decent to present *GamesMaster:* it just can't be done. Anyway I've a few things to say this month so I'll get cracking before I run out of space. First, I want to congratulate all of you who have helped get the AR and Game Genie sections back on their feet, you have my heartiest thanks. Second, anyone who sends in those damn *FIFA* cheats again (you know the ones) will be treated to some free dental surgery, courtesy of my steel toecaps. If however, you have a tip that is worthy of appearing in this mighty column you should send it to the address below and we will send you a cool pen to impress your mates with. Mode 7, *Super Play,* Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

## SUPER STREET FIGHTER II

### (Capcom) *SP*23: 96%

- **Scroll character profiles**
- **Not the turbo speed cheat**

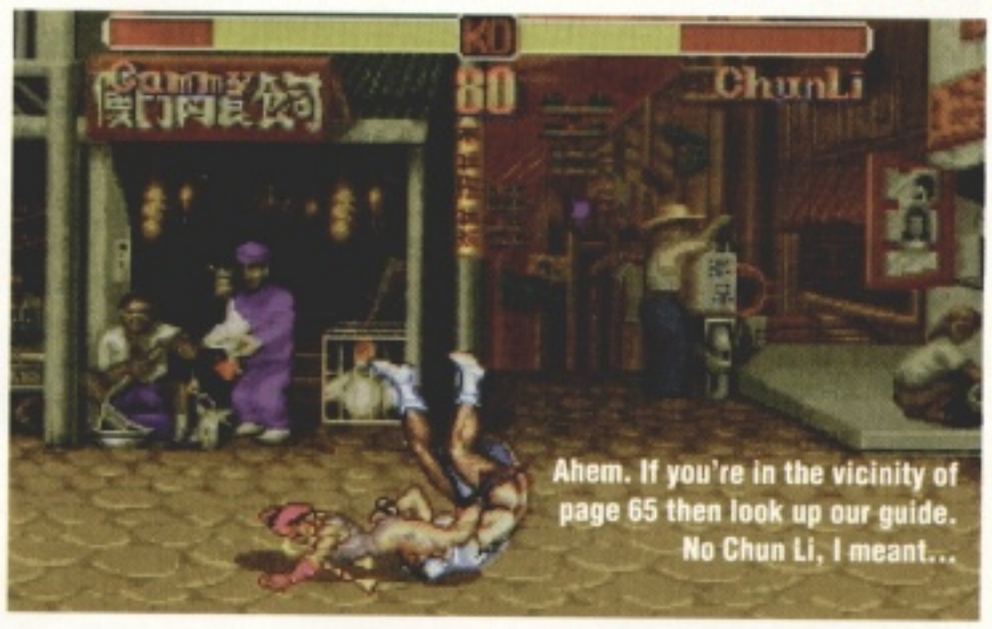
What a disappointment. Now, I know what you were thinking: you were hoping we'd have that turbo speed cheat ready, weren't you? The sad fact is, we haven't found one. Nobody has. Worse still, the rumours have it that Capcom went for a straight conversion so you won't find any real cheats here at all. No hidden Akuma-type characters either, and certainly no hidden version of 'X'.

And let's get one thing straight. We know you can get up to three speed stars by pushing left and right on the Game Start screen (just like *SFII Turbo's* stars, in fact). THIS IS NOT A CHEAT. We're looking for something a little faster (hold down a button whilst two CPU controlled warriors fight it out in Tourny Mode and you'll see what we're talking about).

Anyway, if you're fascinated by the character profiles in the demo sequence then hold down L and R and keep pressing SELECT to scroll through the other characters' data. James Goodrum of West Sussex graced us with that, as well as bragging that he beat Dhalsim with Ken in '08"121. Hmm.

Oh, and for those of you wondering how we got that 'special' colour for the characters in our review last issue (we forgot to mention it), the trick is to hold down the button you use to select your fighter. Try it – you'll find that Blanka looks almost human...

**Not the cheat you were hoping for, but keep looking.**




**Ahem. If you're in the vicinity of page 65 then look up our guide. No Chun Li, I meant...**

# ASK ALLAN

## INVALUABLE MONTHLY GAMING ADVICE

**The human book of gaming knowledge returns to *Super Play* once more to offer his advice to the masses, be it a shoot-'em-up, a beat-'em-up or role playing game, he can crack them all.**

**DEAR ALLAN,**

In *Zelda,* I want to know how to get down the hole at the side of the blacksmith's shop and I also need to find the magic flute. Can you help me?

**Someone, Singapore.**

**ALLAN SAYS:**

To get down the hole by the blacksmith's you must have the hammer from the Palace of Darkness in Dark World, you must use the hammer to flatten the wooden stump blocking your way. As for the flute you must visit the grove (the Dark World equivalent of the area where the boy plays his flute then disappears, left of your house) and receive the shovel from the fox. Whilst still in the grove, return to Light World and dig in the top-left corner and you will find the flute.

**DEAR ALLAN,**

How do you get into dungeon six on *Zelda?* Also, how do you get under the bridge near Lake Hyrule to get the third bottle? And also I'd like to know where to get the power bomb.

**John Cain, Liverpool.**

**ALLAN SAYS:**

To get into dungeon six you must use your flute to get the bird to take you to point six on the map and then you must lift the stone next to the drop off point to find a portal to transport you to Dark World. Now look around and you'll find an Ether magic symbol on the floor, stand on it, use Ether magic and the door will open. As for the bottle, swim to the top of Lake Hyrule and then swim right and you will find a small stream, follow it and you'll eventually reach the bridge. If you want the power bomb you must have completed dungeons five and six, now visit the bomb shop (your house's counterpart in Dark World) and the shopkeeper will have a new power bomb for sale.

**DEAR ALLAN,**

Could you please tell me where the Tropics are in the *Secret of Mana?*

**Thomas Ripal, Glasgow.**

**ALLAN SAYS:**

Go to the Ice country and search thoroughly, you will eventually meet a boss called Boreal Face – this means that you are very close.

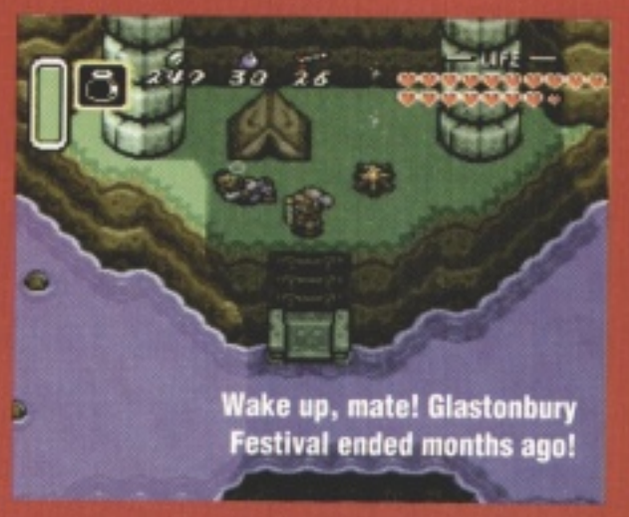
**DEAR ALLAN,**

I can't get the teleporter to work in the Emperors Castle on *Secret of Mana,* what should I do?

**Lee Baldwin, Wigan.**

**ALLAN SAYS:**

I know exactly which bit you're talking about and what you must do is turn on the little switch on the wall next to you. It's that simple!




**Wake up, mate! Glastonbury Festival ended months ago!**

## WORLD CUP STRIKER

### (Elite) *SP*20: 91%

- **Easy goals (too easy)**

'So Emlyn, what happened next?' 'Er, does the cart fly across the room?'

Matthew Fisher from Birmingham, who also goes by the name of the Purple Demon (strange lad!), has sent in a rather dirty underhand cheat for *World Cup Striker* to enable the more inept among you to score every single time. What you have to do is to get the ball and run toward the six-yard box as though you are going to shoot into the corner of the net. Just before you enter the box press A to shoot and just before the ball reaches the keeper, press pause and then unpause and the keeper will be reset to his normal position and must execute the dive again. By the time he has dived a second time the ball will be enjoying tea and biscuits in the back of the net and your jubilant player will be running around like a headless chicken in celebration of his goal scoring prowess.

## ALADDIN

### (Capcom) *SP*15: 81%

- **Level select**

Am I the only one who thinks that Capcom have lost their shine and that *Super SFII* is boring in the extreme? Somehow I doubt it but credit where credit's due, Capcom really do know how to do justice to all of their Disney licenses. Anyway, Deakin Scott has taken time out to write to me complaining that he didn't get a pen for the last tip he sent in but fortunately he included this tip in his letter so you should get your pen this time round. On the options screen, press L, R, SELECT, START, X, A, Y, B. If you have done the tip correctly you should hear a sound, and when you go back to the title screen there will be numbers at the bottom. Not only do you get the chance to choose your starting level but you start with 99 apples and 10 hearts.

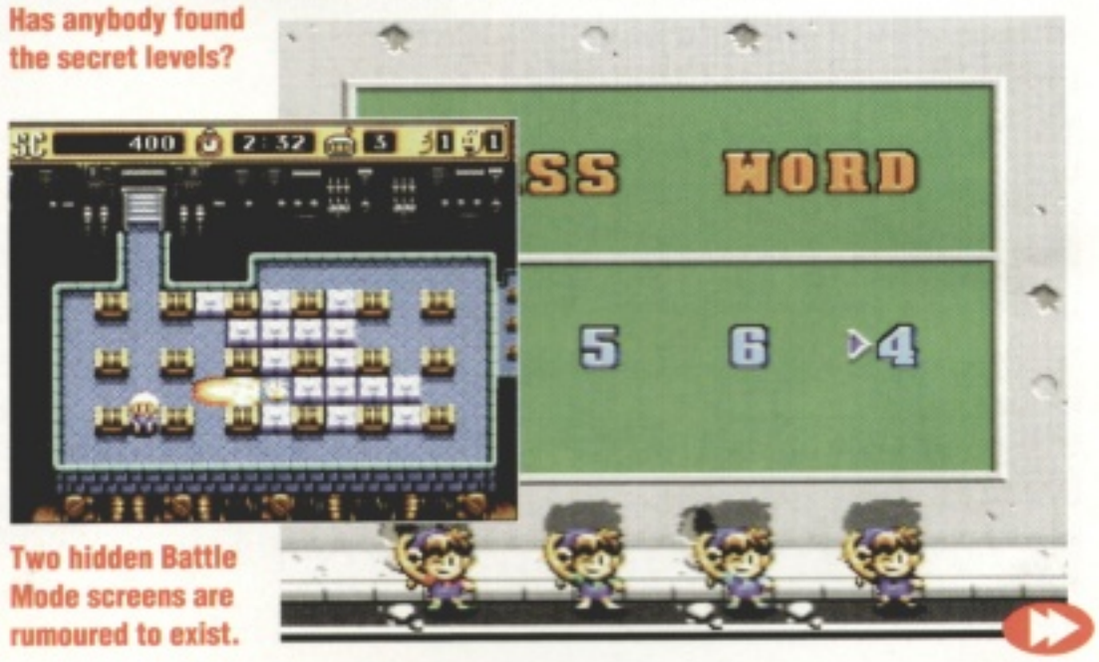
## SUPER BOMBERMAN 2

### (Hudson Soft) *SP*21: 91%

- **Choose your colours**
- **Level codes**

Be blown apart in 11 new colours!

Has anybody found the secret levels?




Two hidden Battle Mode screens are rumoured to exist.

Hardly a tip, but strangely enough people become fascinated by silly things like this and seem quite content to sit at their machine for ages in order to see all of the game's little secrets. Speaking of little secrets, Daniel Bertozzi of Jersey has found something that a few of you have yet to see. By pressing SELECT on the configuration screen of the VS mode you can choose from another 11 different colours. After being literally blown away by that last cheat here's something else to chew on.

**LEVEL 1:** 4361
**LEVEL 2:** 6442
**LEVEL 3:** 3903
**LEVEL 4:** 9564
**LEVEL 5:** 7735

We have it on good authority that two extra Battle Mode levels are hidden on this cart. Dubious? Hudson Soft saw fit to include *Virtual Soccer's* Multitap option as a complicated cheat, remember? What are they playing at? So, er, get looking for it. Because we don't know it yet.

**DEAR ALLAN,**
Have you got any tips for *Super Ghouls 'n' Ghosts?*
**Dean Cunlawe, South Yorkshire.**
**ALLAN SAYS:**
Go to the options screen and highlight exit, now on pad two hold L and SELECT and then press start on pad one and a level select will appear.

**DEAR ALLAN,**
Me and my mate have tried playing *Super Off-Road* for hours but we can't finish it. How many tracks are there?
**Jim Lightfoot and Erran Gordon, Birmingham.**
**ALLAN SAYS:**
Sorry to disappoint you but there are only 64 tracks and the game automatically loops so as soon as you finish track 64 you go straight on to track one. So in actual fact you've probably already finished several times without knowing it.

**DEAR ALLAN,**
Somebody told me that there is a secret four-player option on *Super Off-Road*, is it true or are they pulling my leg?
**James Pumford, West Yorkshire.**

**ALLAN SAYS:**
No. If there was a four-player option somebody would have found it by now, wouldn't they? Then again, the Multitap wasn't even available then so it would have been pretty far-sighted of them to put one in.

**DEAR ALLAN,**
In *WWF Royal Rumble* I have tried the tip to get the two extra characters, Doink and Kamala, but it never works, I follow the instructions to the letter but it never seems to work. What am I doing wrong?
**David Hughes, Co Londonderry, N Ireland.**
**ALLAN SAYS:**
It's funny you should say that: I've had a few people asking how to do it, even though they've followed the tip printed in issue 16. Can anyone confirm if it does work and send in the exact instructions on how to do it?

**DEAR ALLAN,**
Can you give me any tips for *Mega Man X* apart from Ryu's fireball tip?
**Jonathan Hibberd, Northants.**
**ALLAN SAYS:**
After you've finished Armoured Armadillo's stage, go back in and keep your eyes peeled for a red bat, shoot it and you should get an extra life. Scroll the screen back and forth to make the bat reappear, keep killing it and you'll have the maximum nine lives in no time. You can always come back to this level if you run short of lives.

**DEAR ALLAN,**
In *Super Metroid* I have found a grey door in Crateria that cannot be opened, no matter what I do (if I look at the map it says from Tourian). I have tried killing the baddies in that room but it still won't open., Please can you tell me what am I doing wrong?
**Anon, Somewhere.**
**ALLAN SAYS:**
The door you're referring to can't be opened until you have to escape from Tourian, it's a one-way door and you can't go through it the way you're trying.

**DEAR ALLAN,**
On *Flashback* I have killed the brain thing on the last level but the doors to the right are locked, help me please?
**Daniel Russell, Surrey.**
**ALLAN SAYS:**
You must kill the morph in one of the rooms to the right and pick up the key it drops. Now you can open the door and proceed right to drop the atomic charge past the disintegrator.

### ONE FINAL WORD

**If you've got a question then send it to me and I'll see if I can sort you out.**

**SEND YOUR LETTERS TO:**
**Ask Allan, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW.**

# ACTION REPLAY CODES

**Well, I don't know what's happened but there has been an incredible upturn in the amount of codes I've received this month. Congratulations to you lot, and I hope you'll keep it up. Send in your contributions and the Action Replay section will have a very bright future.**

ART OF FIGHTING

**C0ECD760** – Removes the stats from the top of the screen.
**C01599F0** – Allows you to play US version on PAL machine.
**7F9307FF** – Unlimited energy for player one.
**7F930BFF** – Unlimited super attack for player one.
**7F944100** – Unlimited energy for player two.
**7F9445FF** – Unlimited super attack for player two.
**7F958505** – Choose any character in story mode.

WORLD CUP STRIKER

**82B70280** These two codes
**809B8300** allow you to play the PAL version on Jap and US machines.
**7E138E0X** – X is the number of goals for player one.

DAFFY DUCK

**7E1F4528** – Flying ability.
**7E1F3210** – Anti-matter gun.

NBA JAM

**7E07C8FF** – Player one has no head.
**7E08B0FF** – Player two has no head.
**7E0998FF** – Player three has no head.
**7E0A80FF** – Player four has no head.
**7E0CCF0B** – No shot clock.
**7E0CBF02** – The opposition can only score four points.

MEGA MAN X

**7E0C0301** – Megabuster with quick charge.
**7E0C0302** – X-buster with quick charge.
**7E0BCF20** – Infinite energy.

SUPER STREET FIGHTER II

**7E00F014** – Super speed
**7E05EA00** – Special moves in mid-air for player one.
**7E082A00** – Special moves in mid-air for player two.
**7E05E600** – Slow fireballs for player one.
**7E05E604** – Fast fireballs for player one.
**7E082600** – Slow fireballs for player two.
**7E082604** – Fast fireballs for player two.
**7E053702** – Player one can perform a Dragon/Hurricane move.
**7E077702** – Player one can perform a Dragon/Hurricane move.
**7E0531B0** – Infinite energy for player one.
**7E0771B0** – Infinite energy for player two.

# FINAL FANTASY II

## (Square Soft) 86%

- **Secret weapons**
- **New summonable monsters**

**That's Mrs Yang, who is actually twice as nails as her husband. Find her at the top of the East Tower of Fabul.**

Ameet Barve of Harrow and Daniel Nebel from Northwood have found some secret weapons on this old, but involving, RPG.

Kokkol the Blacksmith's weapon stash: Once you've acquired the Excalibur sword from Kokkol, return to his hut later in the game and you will be able to purchase some rare and powerful weapons. Ameet suggests you buy the Shurikens, Ninja stars and Samurai arrows in particular.

The deadly Spoon dagger: Enter the Sylph cave and talk to the Karate fighter, then leave. When you get to the Falcon airship, return to the overworld and head for Fabul. Talk with Yang's wife and she'll give you the Frying Pan. Now go back to the Sylph cave and bash Yang over the head with the pan. You will learn the Sylph summoning spell, so now go back to Fabul to return the Frying Pan and Yang's wife will give you the Spoon dagger, it might sound crap but it's really the most powerful Ninja dagger, apparently.

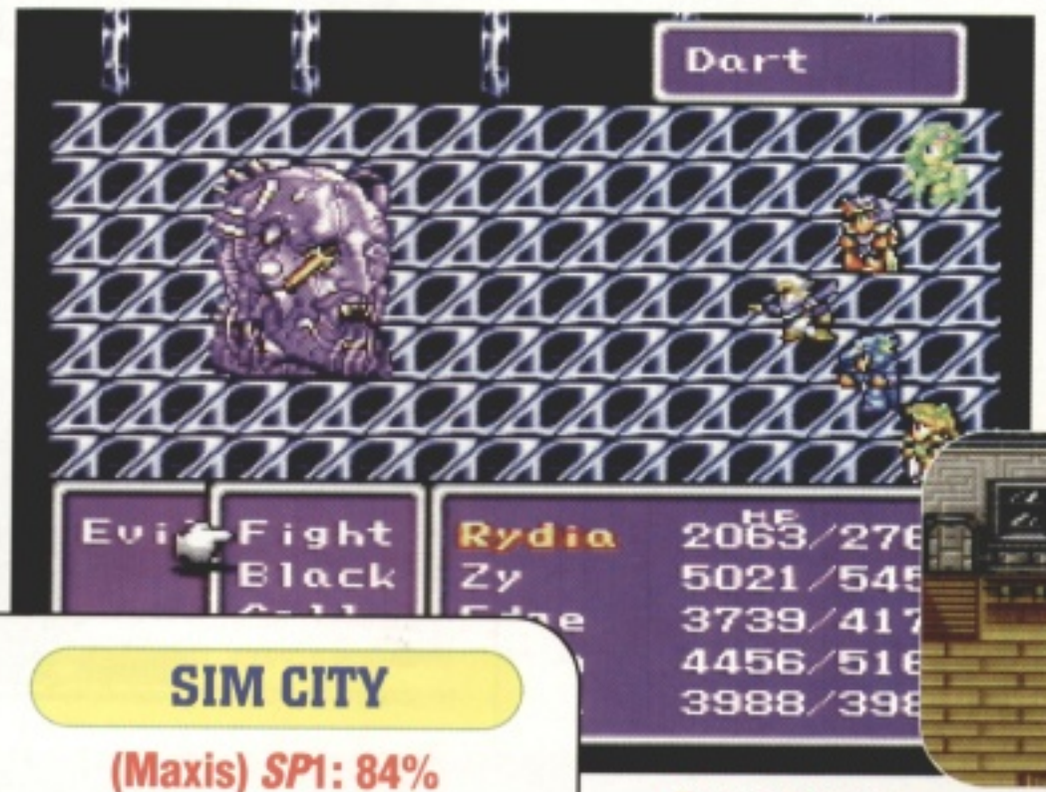
More *Final Fantasy II* sneakery comes from Adrian Whiteley of Wakefield, who actually responded to the Lost Souls section. In the bottom of the Summoned Monster Village you should see a raised part of floor. You go up from here to walk up to (not teleport down to) the treasure visible below. Adrian reckons that he found a Samurai Bow here.

There's another monster to call, too. If you go to the Misty Cave and make a habit of fighting gangs of imps then eventually Rydia will gain the power to Call Imp.

An Artemis Bow (not in the manual) can also be yours: if you keep attacking Kary monsters in Cave Bahamut (those Leather Goddess of Phobos types) you'll eventually win one. Artemis Arrows can be stolen from them by Edge using his Sneak attack.

There's Power Armour, too! After the last save point in Lunar's Lair there are four sections before the final boss. In the third section (where you normally fight two Behemoths, three Red Dragons or two Evil Masks at a time) you must kill LOTS of Behemoths. We're talking hours and hours of combat here. Eventually, two Power Robes will be yours. Now, can anybody find that Pink item?

**Adrian Whitely also claims he spent many hours building his level up to over 8,000 HP. Er – why, Adrian?**



**You see treasure below the Village of Summoned Monsters, but how to reach it?**

**A hidden warp, that's how. Step up into this little cubbyhole.**

**Aha! These chests contain a Samurai Bow, Ether2 twice and some dosh.**

# SIM CITY

## (Maxis) *SP*1: 84%

- **Extra cash tips**

Douglas Hoskins from Glasgow informs us of his own little skank to get a little extra cash. Each year before the December budget, go to the tax screen and put the tax up to 20% and put the funding down to 0%. After the new year return the figures to normal before your people get upset and decide to leave town. With any luck you'll have hundreds of extra pounds. Personally, I don't see the point in this tip when you can use the other cheat to get yourself a cool million but this is a more honest way of getting extra money, I suppose.

# GAME GENIE CODES

**Though not quite up to the standard of the Action Replay section, at least there is something to call the Genie section this month.**

TOURNAMENT FIGHTERS

**DFCA44A3** – Ultimate attack can be done any time the bar is not empty.

SUPER EMPIRE STRIKES BACK

**6DE947AF** – Infinite thermal detonators.

**6D2347F9** – Start with all force powers.
**C238C70F** – Infinite lives.

ACTRAISER 2

**DD674468** – Infinite lives.
**3C65CFA8** – Infinite magic points (must have one point to cast with).

# TOP THREE MOST WANTED TIPS

**It's that time when we ask you to reach for your joypad and attempt to crack the following games likea true pro.**

1) *SUPER STREET FIGHTER II*

After intensive play I wholeheartedly agree that the game is too slow, far too slow. But we're not the sort to be deterred by rumours, hearsay and tittle-tattle, are we?No, of course not. So get looking – it must be in there somewhere. Maybe with some other *Super SF* cheats, for that matter. Think positive.

2) *STUNT RACE FX*

We've now had confirmation that Slippy pops up in Sky Ramp, but what else is hidden here? It's Nintendo, and you know what they're like for putting in little oddities that seem to keep everyone interested long after other games have gone stale.

3) *MORTAL KOMBAT II*

As soon as this hits the streets I expect every *Super Play* reader to do their duty and get cracking on all the hidden stuff there is to find. It's by Acclaim, for heavens' sake, so it probably has more cheats than game code.

## SUPER SWIV

### (Sales Curve) *SP*6: 82%

- **Level skip**

Widely acknowledged as being a pretty tough game, Chris Yates has come to your aid with a highly desirable level skip cheat and judging by the number of letters I have received concerning this game, this tip will be widely used. To enter the cheats, just press pause and enter the code for the corresponding stage.

LEVEL 1: R,L,R,R,L,L,R,L,R,R,L,L.
LEVEL 2: R,L,R,R,L,L,R,R,R,L,R,R.
LEVEL 3: L,R,L,L,R,R,L,L,L,L,R,R,R,L.
LEVEL 4: R,R,R,L,L,L,R,R,L,L,R,L,R,L.
LEVEL 5: R,L,R,L,L,L,R,R,L,L,R,L,R,L,L.
LEVEL 6: L,L,L,L,L,R,L,L,L,L,L,L,L,L,R.

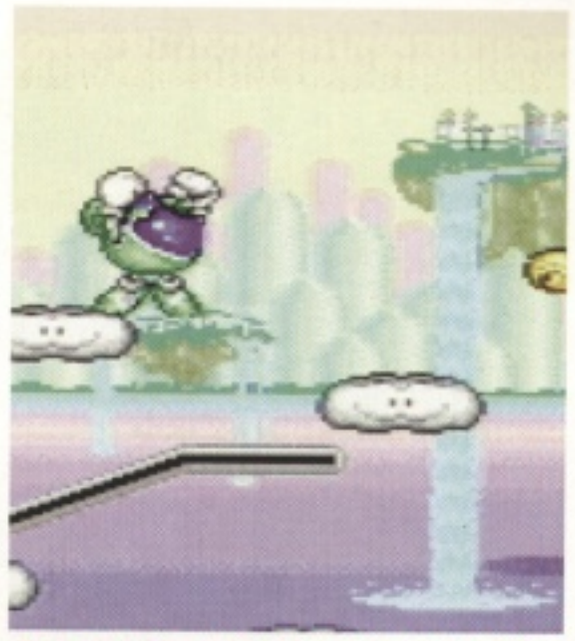
Use this tip and you'll no longer be a super spiv at *Super Swiv!*

## RAINBOW BELL ADVENTURE

### (Konami) *SP*18: 70%

- **Access all stages**

Why does everyone always say 'another winner from the Konami stable'? If they're trying to make out that their games are like horses then this is definitely the runt of the litter (*that's pigs, Allan, not horses! – Ed.*) Anyway, Daniel Whelan has sent in a code that will let you start on any level with all seven bells and all six keys – just enter the following password: TG Tm J.



Watch out for these little characters in the forthcoming *Parodius* game.

The Amiga version had corn circles, which were great.

## COTTON 100%

### (Datam Polystar) *SP*21: 79%

- **See intermission stages**

Lawks, the cheats in this game must take up half the cart ROM. Here's another one for a special 'Visual Demo' mode which lets you see the story interlude bits that happen between each level. When the title screen appears then press UP, X, DOWN, B, LEFT, Y, RIGHT, A, L and R quickly. On the cheat screen you need to use UP and DOWN to choose the stage and Y to see the demo.

# HOT SHOTS

### STUNT RACE FX

Many of you boasted excellent times on this, but it looks like we're going to have the same problem we had with *Mario Kart.* Playing a US cart on a US machine, Joe Beresford of Derby has perfected Stunt Trax – Rock Field with 82 seconds left on the clock, using the 4WD. He also scored 0'07"88 on Radio Control 1 with the same vehicle. However, we have photographic evidence that proves Neil Freeman of Dorset finished Radio Control 1 in a staggering 0'05"87 with the coupe – using a US cart on a PAL SNES. We're still interested in your times for Rock Field, Radio Control 1 and the Free Trax courses. If you send in your best, please tell us what machine and cart you have so we can compile a chart. It's probably best that you have some proof.

You know the little b&w cartoon (á la Max Fleischer) that appears when you pause the game? Justin Keeling of London reports that the L and R collar buttons will slow down the animation whilst Y speeds it up. Press L, R and Select together to watch it go backwards! Worth at least fifteen seconds of your time, anyway.

Julian Roche sends another last-minute fax telling us about the Lake Side and Harbour City Masterclass courses. You may have noticed that you can jump from one side of the track and land safely further on, cutting out a substantial chunk of the course. This is possible by turboing and making sharp turns at the drawbridge on Lake Side and on the first and third half-pipes on Harbour City. Sounds good? Julian regrets to inform us that it will save you no time at all, I'm afraid. Two of those jumps take you to a part of the course after the Starting/Finishing grid, and it won't accept that you've completed a lap – even if you reverse back over the line and try going forward again! The first jump on Harbour City seems to place you just before the line, facing in the right direction, but even that doesn't count as a full lap. So keep your tyres on the tar, folks.

Get those times to us and we'll create a full chart for next month's issue.

Good grief – this hidden cheat screen has better graphics than some title screens...

## HUH!?

**Well I'm afraid that wraps it up until next time, but if you have a tip but not enough money for a stamp, maybe you should take up busking! Send your tips to this address:**

**MODE 7, *SUPER PLAY,* FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.**

FREE ADS

**Are you fed up with your games, do you feel like a change? Then you need look no further than these pages, there's bound to be something here to take your fancy.**

# SUPER MARKET

## HARDWARE FOR SALE

- US SNES two controllers, *SF11 Turbo, Starfox, Mario Kart*, adaptor, all boxed, £200 ono. *Super Play* mags 1-20 except 2 and 3. Will sell as separates. Tel: (0703) 738086.
- Atari STE for sale, three joysticks, mouse, over £500 worth of games including *Premier Manager*. Bargain for £150. Call John: (0488) 71614.
- UK SNES, two joypads, mouse, 10 great games including: *NDA Jam, Zombies, Starwing, Mario All Stars, SFII, Striker, Star Wars*. All mint condition. £250. Call John: (0488) 71614.
- SNES with 12 games, carry cases, two controllers, £400. Will sell separately. Ask for Neil. Tel: (0623) 646694.
- UK SNES for sale with two pads, 10 great games (seven were rated 90% or more when reviewed), SCART leads and an adaptor all for £200. Also Game Boy, five games and carry case for £50. Tel: Nick (081) 995-5278.
- US SCART SNES, two pads, six games; *SFII Turbo, Super Star Wars, Jimmy Connors Tennis, Zelda, Cal Ripken Baseball, Super Volleyball II*. £180 NO OFFERS. Tel: Andy on (0702) 712227.
- UK SNES, joypad and Turbo Touch 360 degree pad, Universal Convertor, eight games; *SFII, Pilotwings, Axelay, Mickey's Magical Quest, F-Zero, Ghouls & Ghosts, Super Mario World IV, Cameltry, (On the Ball)*. £180 NO OFFERS. Tel: Andy on (0702) 712227.
- Super NES and *Starwing* and *Super Star Wars*, as new in box. Only £110. Tel: (0244) 535310.
- UK SNES for sale. Under two years old, two joypads, *Street Fighter II, Gradius 3* (US), leads, PSU etc. No box, but with carry case. £100 ono. Tel: Stephen (041) 357 4865.
- US SNES with 10 games including *Bomberman* and *Mario Allstars*, four controllers, Multitap, two convertors, £330. Tel: Cheshire (0928) 787139.
- For sale SNES, two joy pads, eight games all boxed including *Mario All Stars, Zelda, Bubsy, Contra III*, Convertor and Game Genie. £260 ono. Tel: Jason on (081) 838 1167.
- SNES for sale, two controllers, four-player adaptor, nine games including *Zombies, Bomberman, Zelda*. All boxed. Quality condition. £250 – £300 ono. Tel: (0245) 347746.
- SNES, two joypads (all boxed) with Phillips colour monitor with all leads. Good condition. All for £150 ono. Tel: (0844) 345169.
- UK SNES wants new owner, Somerset area only. Good as new, two controllers, five games boxed with all the bits. £170 ono. Tel: (0823) 283518.
- Game Boy with *Tetris* and *Mario Land 1 and 2*, mains adaptor, light, magnifier and amplifier, only £70. Also SNES games for sale: *SMW* £21, *F-Zero, Starwing* and *Mortal Kombat* both £26 each. Tel: (0772) 432387.
- For sale Master System with five games and NES with two games. Sell both for £50 or swap both for Game Gear with at least one game. Tel: (0442) 246958.
- SNES, seven games, three joypads, boxed, three months old. Games include *Top Gear* and *All Stars*. £250 ono. Tel (0635) 47647.
- Neo Geo SCART, two joysticks, three games. *Fatal Fury 2, Sengoku 2, Soccer Brawl, Golf, NAM75*. £499. Tel: Si (0524) 852272.
- SNES Pro joypad; Auto/Semi Auto Fire, and slow motion function. Worth £17. Immaculate and boxed. Sell for £10 or swap the joypad plus £10 for *Super Mario Kart*. Merseyside area. Tel: (051) 608 5549.
- UK SNES, two controllers, six games including *Mystical Ninja* and *Rock 'n' Roll Racing* plus Convertor. £190-£200 or swap for Amiga 600 + games. Tel: (0705) 256813.
- SNES for sale with three joypads, three games, a pro action replay and a superscope with games. £200. Tel: (0823) 698694.
- SNES guaranteed until 6/12/94. With three joypads (two auto/turbo fire), universal adaptor and nine games including *Secret of Mana, Zelda, Argana Shadowrun* and *Ys Three*. Worth £600+ but will sell for £350 or nearest offer. Tel: (0606) 558098.
- Amiga 500, 1 meg, mouse, joysticks, hundreds of games and demos. Boxes and manuals including *Cannon Fodder*. Sell £250-£300, ono. Tel: (0763) 838150.
- For sale: Amiga 500, INR Jet Printer, £500 worth of games, two joysticks, mouse, stand and loads more. Very good condition, worth £1,500, sell for £325. Tel: (0344) 428863.
- SNES (PAL), two controls, all leads (even SCART and Audio), newest adaptor and 10 superb games (some foreign): *Shadowrun, Star Fox, Star Wars, Zombies, Prince of Persia, Sim City, Mario Kart, Axelay, SFII, Mario World*. Everything £290 or buy SNES or each game separately. Ask for Sam. Tel: (071) 485 3913.
- Nintendo NES for sale in North Wilts area. Comes with 9 games including *Mario3, World Wrestling, Gauntlet 2* etc. Only £95 ono. I will also sell games separately. Tel: (0666) 824401.
- Super NES and 10 games including *All Stars, M Kart, SFII, Hockey, S Tennis, Axelay*. £350 ono. Also Amiga 600 plus loads of games, £150. Call (0248) 853151
- Game Gear plus 10 games, magnifier and carry case. Swap for SNES or sell for £95. Please phone (0858) 463715.
- Game Gear, three wicked games, AC adaptor. Yours for a mere £75. Call after 5pm (071) 794 5742.
- Super NES, two controllers and four games – *Zelda, Cybernator, Populous, Ghouls & Ghosts*. £110. Tel: (0502) 715288 after 5pm.
- UK SNES and three joypads. Comes with four excellent games – *SFII Turbo, Mario Kart, NBA Jam* and *Mortal Kombat*. All boxed. Must sell. £225 ono. Tel: (0203) 610007.
- UK SNES boxed with two control pads, 10 games including *John Madden, NHLPA Hockey, Top Gear* and *Another World*. RRP over £500, sell for £299 ono. Also SNES mags, offers considered. Tel: (0827) 261494.
- SEGA Mega Drive with 16 games, will sell for £250. Ask for Alex. Tel: (081) 840 0705 at 9am or evenings.
- Master System and one pad, three games. £30 ono. Phone weekends 12-3pm. Must be able to collect. Tel: (0277) 626527.
- UK SNES Action Replay and four games including *Mario Kart* and *Jurassic Park*. £190. Tel: (0277) 626527 between 1pm and 3pm weekends.
- SNES plus 11 games, *NBA Jam, Madden '94, SF Turbo, Starfox, Bubsy*, adaptor, worth £650. A steel at a bargain of £340 ono. Interested? Tel: Lee on (0472) 823480.
- SNES, six games, *Bomberman, Mario Kart*, Multitap, three pads etc. £250. Also Game Gear and TV tuner/*Sonic* £85, Gameboy *Tetris* Pack, untouched, £25. Will sell together for £350. Tel: (081) 393 9841 after 5pm.
- Amiga 600 for sale. Boxed (not even one year old). Loads of games, two pads + *Clayfighter* for £100. Tel: (0752) 560103.
- Mega Drive for sale, three joypads (one six button), 11 games including *Street Fighter II* and *Mortal Kombat*. Takes UK, US, Jap games. Worth £514, sell £200. Tel: 'G' on (081) 842 2136.
- SNES for sale, with joystick and four top games including *Secret of Mana* and *SFII Turbo*, convertor and 12 *Super Plays*. £135, no offers. Tel: Leicester 782246.
- SNES for sale. Boxed with leads, four games, *Super Mario Kart, Street Fighter II, Starwing* and *Mario All Stars*. Buyer collects. £145, no offers. Tel: (0255) 880289.
- UK SNES (boxed), two controllers and Jap/US convertor. Nine games including *SFII, Starwing, Super Mario World* and *Pilotwings*. Sell for £200 ono. Tel: Paul on (081) 741 9714.
- Mega Drive for sale. Boxed with leads, three games – *Sonic 3, Sonic 2, Mega Games 3*. Buyer collects. £120, no offers. Tel: (0255) 880289.
- Super Famicom for sale, two joypads, PSU, Scart lead. *Bomberman 2* plus 40 other games, all for £340. Tel: Simon (0227) 366743 after 4pm.
- Game Boy, light magnifier and five games. £50. Tel: (081) 769 2576.
- USA (Scart) SNES. Brand new 50\60 Hz plays English and Jap games without a convertor. Two joypads, *Super Mario World*. All leads still under guarantee. £110 ono. Tel: (0742) 745247.
- Mint condition UK SNES, *Desert Strike* (UK), *Zelda* (UK) and *Sim City*. Carry case (Nuby). All boxed, only £165. Buyer collects. Tel: Scott (0455) 617556 after 5pm.
- SCART/PAL Neo Geo and many games. SCART Mega Drive plus 23 games. Super Grafx plus 23 games. Many SNES games. Many Jamma Boards. Tel: (061) 969 4238 evenings.
- Super NES, 13 games all boxed, A1 condition. *SFII, Starwing, Alien 3* etc. Convertor. Worth £500, want £300. Tel: Scott (0932) 850813.
- Amiga 500, IMb, three joysticks, two mice, absolutely tons of stuff, too much to mention. Excellent condition, will swap for USA SNES with four to five games. Tel: Dale (081) 740 4052 after 7pm.
- Swap my Mega Drive and *Sonic* and *Toki* for *Dragon Ball ZZ* and Action Replay, also swap mint *Flashback* for *F Zero* (UK), also swap *Star Wars* for *Final Fight 2* or (US) *Mr Natsume*. I will sell Mega Drive for £70 ono. Tel: (0789) 262136.
- UK SNES, boxed with six games and two joypads. £170 ono. Tel: (0691) 718811.
- US SNES, two joypads, loadsa mags and a collection of over 30 top-rated games and all for £400 – £450. A sound deal! Tel: Northern Ireland (0232) 843471.
- US SNES, SCART lead, PAL booster, two pads, Multitap, eight games. Sell for £270, buyer must collect (Hampshire). Tel: (0264) 352699.
- For sale: Atari Lynx £35, six games £12 each, official power supply £10, all boxed, or the lot for £99. Prefer Manchester area. Tel: (061) 941 3440.
- Atari 520 ST for sale, two joysticks, mouse, 22 games (vgc) including *Lotus III, MicroProse Golf*. Will sell for £130 ono. Tel: (0293) 526359.
- I will sell my Atari Lynx 2 with eight games, a mains adaptor, a battery pack, a carry case, a visor, worth up to £285 for £130 (total bargain). Tel: (021) 311 1707.
- UK SNES with universal adaptor, eight games including *NHLPA '93 Ice Hockey, Lemmings* and *Super Probotector*, three joypads. £220. Tel: (081) 907 6175 after 4pm.

## GAMES FOR SALE

- *NBA Jam* (UK) £40, *Super Smash TV* (UK) £10. Also Game Boy with carry case and five games £50. All boxed with instructions. Tel: (0372) 279546.
- *SFII* (US) £20, *SFII Turbo* (Jap) £35, *Mortal Kombat* (US) £30, *NBA Jam* (UK) £20. SE London. Tel: (0850) 998762.
- Bargain SNES games: *Dragon's Lair* boxed with instructions (vgc), *SFII* with instructions and *SFII* wallet. £24 each (both UK). Tel: (0582) 591597.
- FREE!! Huge Turbo posters when you buy my mint (US) *SFII Turbo* for only £35! Also *Tiny Toons* (US) £30. A Game Gear £80 with mains/car adaptors, 4-in-1 cart and devilish. Great prices, eh? Tel: (081) 697 6453.
- Super bargain. Original *SFII* with instructions. Great condition, just £19. Tel: (0205) 364499.
- SNES games for sale: *Turtles Tournament Fighters* (US) £30, *Mortal Kombat* (UK) £30, *Tiny Toons* (UK) £25, and *Aladdin* (UK) £25. Excellent, mint condition. Tel: (0274) 510975.
- UK SNES games. *Starwing, Wing Commander, Super Ghouls & Ghosts* £20 each. *Star Wars* £25 and *Rainbow Bell Adventures* £30. All boxed and in vgc. Tel: (0932) 787598.
- *Cybernator* (UK) £28, *Desert Strike* (US) £27, *UN Squadron* (US) £30, *Ranma 1/2* (Jap) £24, *Prince of Persia* (Jap) £24, *Gradius III* (Jap) £20, *Alien III* (UK) £24 and more. Tel: (0272) 609464.
- GB Games for sale. *Tennis, Super Hunchback, Dr Franken, Bill and Ted's* and more. £10 each or £50 for nine. Worth £200. It's a bargain! Tel: Adam (021) 707 1264.
- I'll give you *Super Probotector* and *UN Squadron* (both in brill condition) for £17 each. What a deal! Tel: (0883) 714777.
- *Mario All Stars* and *Street Fighter II Turbo* (US), £20 each. Also Pro Universal adaptor, £5. Tel: (0625) 532709.
- Game Gear games: *Prince of Persia* £10, *Putt and Putter* £10, *Defenders of Oasis* £15, *Shinobi* £12, *Indiana Jones* £10 (all UK). Good condition. Tel: (0925) 225863 after 6pm.
- *Striker!* Cha, Cha, Cha, got your attention? Good. *Striker!* Cha, Cha, Cha, no box, but it's a yes on the instructions side. It's in good nick so buy it. £30 no offers. Hurry while stock lasts. Tel: (0374) 887386.
- Game Boy games for sale. £13.50 each. Fair selection to choose from. Possible swaps for SNES games. Tel: (0323) 833022 Sunday or Mondays after 6.30pm.
- *Secret of Mana* £30; *Final Fantasy II, Lagoon, Mystical Ninja* (US) £25 each. Mega Drive games: *Shining Force* £25, *Sword of Vermilion, Shining in the Darkness* £15 each. Tel: (0379) 740367.
- Wow! *SFII* (UK) with manual, *Mario* LCD game, *Sonic* LCD game, five recent *Nintendo* mags, collectors cards and a giant *SFII* poster all in *SFII* bag for just £35.00. All in good condition. Bargain! Beds area. Tel: (0582) 591597.
- *Cybernator* for sale. Good condition, has hardly been used, boxed with instructions. £25. Tel: (0422) 842314.
- *Bart's Nightmare* (US) £20 or swap for Action Replay One or for *Batman Returns*. Must be UK. SNES SCOPE plus six games £25. Please tel: (0865) 252922.
- UK SNES games for sale: *Mario All Stars* (B&I) £30, *Pilot wings* (B&I) £20, *Mario World* (B&I) £20, *Aladdin* (B&I) £30, *Star Wars* (B&I) £25, *Street Fighter II* (I) £20. B = Boxed, I = Instructions. Tel: Ben (0325) 481806 after 4 pm.
- (UK) SNES game for sale. *Zelda III*, just £12! Includes instructions but no box. Tel: (081) 898 0998.
- Super NES games for sale. *Mega Man X* (US), *Empire Strikes Back* (US) and *NBA Jam* (UK). Sell for £38 each ono. Tel: Darren (081) 552 1934.
- UK *Pop 'n' Twinbee* for sale, in mint condition, for £20. Will swap for *F-Zero, Batman Returns* or *Cybernator*. Tel: (0844) 216128.
- *Super Soccer* UK for sale £25 or swap for *Striker* or *Rock 'n' Roll Racing*. Tel: (0732) 822338.
- SNES games (USA). Many to choose from including *Tiny Toons* £10, *Magical Quest* £10, *Royal Rumble* £18 and Game Genie £15. Tel: Terry (0272) 686258 or (0831) 267711.
- 50 Super Nintendo games including *Joe and Mac 2, Secret of Mana* and *Pop 'n' Twinbee 2*. Will not separate. Bargain at £270 ono. Tel: Terry (0272) 686258 or (0831) 267711.
- UK SNES games for sale: *Sensible Soccer* (£30), *Pugsley* (£20) or swap for *FIFA Soccer* or *World Cup USA '94*. Tel: Nick (0753) 642737.
- For sale – *Zelda III* (US) £25, *Final Fantasy II* £25 (US), *Star Wars* £20, all SNES games. Will swap for *Secret or Mana* or *Soulblazer*. Tel: (021) 360 5015.
- *Mario All Stars* £30, *Bomberman* £25, *Street Fighter II* (Jap) £15, *Mario World* £10. All boxed with instructions and in perfect condition. Tel: Douglas (0372) 464610.
- Super NES games for sale: *Wolfenstein 3D* £30, *Mega-Lo-Mania* £30, *Mortal Kombat* £25, *Striker* £25. Tel: (0502) 715288 after 5 pm.
- Super NES games – (UK) *Star Wars, Starwing, Batman Returns, Bart's Nightmare* £25 each. All boxed with instructions. Tel: Wayne (0672) 851799.
- UK SNES games. All boxed, great condition. *Super Mario All Stars, Starwing, Zombies, Zelda III, Alien 3, Batman Returns*. £20 each. Tel: Ian (0793) 871140.
- SNES Universal adaptor £7, *Lagoon* £15, *Street Fighter II Turbo* £30, Programmable joystick, *Pugsley's, Exhaust Heat 2, Bomberman, Mario Kart* £25 each or will swap for Jaguar software. Tel: (0924) 376861.
- SNES game for sale: *Virtual Soccer* (UK), brand new and boxed with instructions, £30 or will swap for *Rock 'n' Roll Racing* or Multitap. Please tel: (0245) 400810.
- *Super Star Wars* £30 and *Lillehammer Winter Olympics* £30. Both UK versions and in excellent

condition. Tel: (0205) 365093.
● *Pocky and Rocky* (US) £30, *7th Saga* (US) £35, *Mystical Ninja* (US) £30, *Jurassic Park* (UK) £25. All boxed with instructions. Tel: (0978) 355815.
● UK SNES games for sale: *Tiny Toons* £20, *WWF Royal Rumble* £30, *Zombies* £25, or will swap any for *Wolfenstein 3D*, *Rock 'n' Roll Racing* or *Legend of the Mystical Ninja*. Must Collect. Tel: (0795) 471009 after 4 pm.
● Three Sega Mega Drive games £10 each or £20 for all. Tel: (081) 555 3755 or (071) 241 6754.
● Games for sale: *Lethal Enforcers* £45 (US NTSC), *Super Scope* £25 (UK), *Super Probotector* £15 (UK), *Dead Dance*, *Pocky and Rocky* (Jap) £20. No swaps. Tel: Daniel (0670) 813180.
● Three Sega Mega Drive games – £10 each or £20 all. *Eswat*, *Starflight*, and *Streets of Rage*. Tel: (081) 555 3755 or (071) 241 6754.
● SNES games for sale: *Stawing* £23, *Super Probotector* £27, *SFII* £23, *Mario All Stars* £30, *Daffy Duck* £34. Tel: (0733) 253206 after 8pm.
● Jap *Tiny Toons*, UK *Another World*, US *Scope*, £15 each or swap one for UK *F-Zero* or any good game. Also US *Super Bomberman* £25 or swap for *Mystical Ninja 1/2*, *SFII Turbo* or any good game. Tel: Asif (081) 672 7025.
● *Bomberman* and *Street Fighter II Turbo*, American. £30 each of £50 for both. Tel: Chetan (081) 573 4197.
● Dirt cheap SNES games: *Jurassic Park* £20, *Super Smash TV* £15, *Super Scope* and 6 games £19, *Tiny Toons* £20 and more. Tel: (0622) 752945 after 8pm.
● For sale. Action Replay £25 (UK), *Secret of Mana* £35 (US), *Bubsy* £25 (US), *Legend of Mystical Ninja* £25 (US), *SFII* £10 (UK), *SFII Turbo* £30 (UK). All boxed with instructions. No offers. Tel: (0495) 762827.
● SNES games for sale. All UK, boxed with instructions. *Jurassic Park* £25, *SFII* £15, *Kevein Keegan's* £25, *Tiny Toons* £20, *Populous* £10. Will also swap any three for *Bomberman* and Multitap.Tel: Sam (0734) 333329.
● Neo Geo *Art of Fighting 2* £150, *Samurai Shodown* £150, SNES *Axelay* (Jap) £15, *Cybernator* (US) £20. Mega Drive and *Super Kick Off* + two pads (16 button) £60. Call Andy on (021) 456 5273.
● *Final Fantasy 2* (US) £30, *Shadowrun* (UK) £25, *Zelda* (UK) £25, *Equinox* (UK) £30. All as good as new. Tel: (0442) 69378.
● SNES and Game Boy games to sell or swap. Prices range from £10 to £30. Tel: (0323) 833022 Sunday or Monday after 6.30pm.
● *Mario World* for UK SNES, unboxed but with instructions. Sell for £15. Also *Jurassic Park* boxed with instructions £20. Tel: 0484 861604.

# WANTED

● Wanted: *Equinox* and *Plok!* Must be UK with box and instructions. Will pay £25 each. Tel: (0372) 464610 and ask for Douglas.
● Wanted: *Manga* magazine issue 1. Will pay £3-4. Must be in mint condition with no pages missing cut or corners bent. Also any *Dragon Ball* stuff. Tel: (051) 726 1996.
● Games wanted will pay £25-30 for new, £15 for older. *Empire Strikes Back*, *Super Metroid*, *Starfox*, *Mario World* and others. Call on: (0227) 363363.
● Wanted *Mario All Stars* (US) *Super Smash TV* (US) Gradius III (JAP/US). Willing to pay a good price. Tel: (0254) 690774 and ask for Damian.
● Wanted *Sensible Soccer*, *Ranma*, *Fatal Fury 2*, *NHL '94*, *Tetris BG*, *Chessmaster*, *Monopoly*, *Family Tennis*, *Fire Pro Wrestling 2* and others. Tel: (09240 848007) ask for James.
● SNES games wanted. Anything with box and instructions considered (UK only). Will pay £15. Tel: (0323) 833022 Sun or Mon after 6.30pm.
● *Super Mario World* (Jap), preferably boxed withinstructions. Will pay £20 + p&p. Contact Mat: (081) 397 2884 after 6pm.
● 15 magazines for sale including issues of *TOTAL!* and *Nintendo*. Sell for £10. *Goeman 2*, swap for US *Secret of Mana*. Plus £20. London area only. Ask for Matthew. Tel: (081) 241 7982.
● Wanted real bad: *Ranma 1/2 Graphic Novel Vol 1*. Will swap for *Judge Dreadd Yearbook '94* or *Zenith Book 1*. Also wanted: *Ranma Part III* comics 1-5. Tel: (091) 526 3558 and ask for Phil.

# MESSAGES AND EVENTS

● Almost all *Super Play* and *Mean Machines*. Also tons of SNES mags £50. Tel: 091 385 4667. Ask for Mark. No splits.
● For sale: Nintendo mags, including *CVG*, *Mean Machines*, *Game Zone*, *TOTAL!*, and others. Mags sold in bunches of 15 for £15. Buyer collects or add £5 and I'll post it to you. Will separate. Tel: (0703) 229134 and ask for Tim.
● *Super Action Magazines* for sale, issues 8, 11 and 12 – £1 each. In good condition. Will accept offers. Tel: after 6pm on (0886) 821828.
● *TOTAL!* and *Super Play* mags – every issue. Will not split. £45 ono. Also *Rock 'n' Racing* (US) £25 ono. Buyer must collect, Ayrshire area. Tel: Iain (0292) 314842.
● SD *SFII Turbo* models for sale £25. All painted champion colours. 12 models brand new! Phone Kenny on 041 639 3783.
● Mags for sale: *CVG* 126-151; *Go!* 14-24 £5; *Super Play Gold*,3,6,8-11,16 £15; *Super Gamer* 1-5 £10; *NMS* 2, 2-9,11,13,16,20 £20 + *Edge* 7 £2. Tel: Dan (0273) 423528, evenings only.
● Over 200 hours of anime for sale/swop. Also manga comics for sale. Contact Jan-Fei on tel: (0734) 586030.
● *Super Play* 3 free when you buy *SPs* 7-18 for £20, will sell separately for £2 each. No 4 is £4. All good condition. To comic fans: Badly wanted – *Amazing Spiderman* issue 300. Must be in good condition. Will pay £30 ono. Tel: (0582) 664397 and ask for Leon.
● Modify your UK SNES to run at 60Hz with fully screen on UK TV. Swithcable from PAL to SCART. Tel Simon on:(081) 424 0216.
● New console club which sells British, American and Japanese games for all systems. Also, we buy and swap games. We have a competetion running to find a great game player. Plus we are looking for someone who wants to help. Tel: (0988) 402227.
● All issues of *Super Play* for sale, 1-3 £5 each; 4-20 £3 each. Also *Mean Machines* issues 1-24 £50 the lot. Will split. Kent area – buyer collects. Tel: Mark (0843) 864652.
● Sell: *Akira Production*, *Guyver 2*, *Domed Megalopolis 4*, *Crying Freeman 1 & 3* and *Dragon Ball Z* Anime Comic. Tel: (081) 578 1948 and ask for Jon.

# SWAPS

● I will swap *Alien 3* for any RPG over 80% or *Starfox* for any RPG over 86%. Not *Zelda II*. Also consider *Sim City*. Tel: Luke (081) 979 4923.
● I will swap my *Street Fighter II Turbo* for your *Secret of Mana* or *Mystical Ninja 2*. Please tel: (0484) 532418.
● I want *Sensible Soccer*. I will swap it for (US) *Starfox*. Tel: (010 3511) 929 2872.
● Swap *Mortal Kombat*, *Starwing* (both UK, boxed and in good condition) for *Mystical Ninja* (UK), *Secret of Mana* (US), or *Super Metroid* (Jap). Also swap martial art films.I will swap my *Super Bomberman* (UK) or *Pilotwings* (UK) for *Empire Strikes Back* (UK) or any other good games. Tel: (0954) 718718.
● I will swap my *Legend of the Mystical Ninja* (US) or *Street Fighter II* (UK) for *Desert Strike*, *TMNT T Fighters*, *Parodius*, *Madden NFL '94* or *Addams Family 2*. Gloucestershire area only. Contact: (0608) 650100.
● Swap *SFII* (UK) for *Zombies*, *Star Wars* or *Sunset Riders*. Must be UK, boxed with instructions. Tel: (081) 346 5408.
● Swap my *Zelda III*, *Wing Commander*, *Desert Strike* and *Sonic Blast Man* for your *Cybernator*, *Shadowrun*, *Zombies*, *Bomberman* or *Super Mario All Stars*. Tel: (0926) 499662.
● Swap *SFII Turbo*, *Smash TV* (both US) *Starwing*, *Shadowrun* and *Zombies*. Will accept *Sensi or Virtual Soccer*, *Equinox*, *Exhaust Heat 2*. Consider others. Over 80% in *Super Play*. Tel: Phill (05395) 32260 after 6pm.
● Swap my *Street Fighter II* brilliant condition but no box for *Zelda 3* also in brilliant condition. Tel: (0453) 546783.
● UK SNES games to swap: *Flashback*, *Mr Nutz*, *Jurassic Park*, *Pugsley's*, as new. Wanted: *Shadow Run*, *Equinox*. Must bein mint condition. Tel: Neil (0656) 732962.
● I will swap my *Striker* (UK) in great condition with box and book for a *Tiny Toons* (UK). Must be in good condition. Tel: Scott (0501) 733904 after 4pm.
● Swap *Super Star Wars* or *Starwing*, both UK. I want *Solstice II*, *Zombies*, *Zelda*, *Link*, *TT Fighters*, *Rock 'n' Roll Racing*, *LOT Mystical Ninja*. Must be UK and in excellent condition. Tel: (0374) 887386.
● I will swap my *F-Zero* (UK) and £4 for a *Lemmings* (UK). Must be in good condition with box and book. Tel: Scott (0501) 733904 after 4pm.
● I will swap my *Mario All Stars* (UK) or *NHLPA '93* (UK) for *Desert Strike* (UK), *Flashback* (UK) or *Addams Family 2*. Tel: (0283) 41968.
● Swap *Cybernator* (UK), *Axelay* (US) or *Contra Spirits* (Jap) for *Nigel Mansell*, *Tetris*, *Aladdin* or *Tiny Toons* or sell £16 each. Tel: Mark (0753) 792736. Langley/Watford.
● Sega Master System and six games to swap for two or three UK SNES games including *Tournament Fighters* and *Super Star Wars*. Tel: (0582) 765969.
● I will swap my *SFII* Turbo (US) for your *NBA Showdown* (US), or I will pay £20 for it (must have instructions). Tel: Mark (0268) 533995.
● *SFII Turbo* (UK) to swap for *Desert Strike* (UK). Tel: Colin (0829) 760616.
● I have *Mario All Stars* to swap for your Pro Action Replay. I also have *Sensible Soccer* to swap with your *SFII Turbo*. All UK. Tel: Milton Keynes 608629.
● UK SNES for sale or swap. six games, two joypads, sell for £210 or swap for US/Jap SNES. Mobile phone for sale £80, not connected. Tel: Rob (0585) 281796.
● UK and Jap SNES games to swap for US versions. *Mario World*, *Axelay*, *UN Squadron*, *SFII Turbo*. Tel: Paul (0789) 488205.
● *Mario All Stars* (UK) to swap for *F1 Pole Position* (UK) or *Sensible Soccer* (UK) or *Madden NFL '94* (UK). Tel: Dean (0934) 743891.
● I will swap *Mortal Kombat* for *Mario Kart* or *Star Wars*, *Smash TV* for *First Samuri* or *Actraiser*. Tel: (0708) 550243 after 5pm.
● I will swap my *Battletoads in Battle Maniacs* or *Super Ghouls and Ghosts* for *Alien 3* or *Rock 'n' Roll Racing*. Tel: (081) 554 2811.
● Swap: *Mystical Ninja* (US) for either *Actraiser* (UK) or *Soul Blazer* (US). Tel: (0222) 795049.
● I would like to swap my *Street Fighter II Turbo* for *Top Gear* or Top Gear 2, UK SNES, no convertor. Tel: (081) 780 2493.
● I will swap *Striker*, *Desert Strike*, *Addams Family*, *Krusty's Fun House* with free convertor for *SFII Turbo*, *Mario Kart* or any good game. Tel: (071) 328 8225.
● I will swap NES with seven games including *Mario 3*, *Probotector* and *Spiderman* for a Mega Drive with *Sonic 2* and one other game. Tel: Londonderry 47606.
● I will swap my *Tiny Toons Adventures* for your *Zombies* or *Super Bomberman*. Please contact: (0484) 532418.
● I will swap my *Sky Blazer* or *Super Ghouls 'n' Ghosts* for your *Super Star Wars* (all UK). Tel: Tom (0860) 493699.
● I will swap my *Alien 3* and *Adventure Island* for your *Zombies* or *Super Bomberman*. Tel: (0484) 532418.
● Swap *Super Probotector* (no box) for *Lemmings*, *Parodius*, *Solstice*, *Mana* (US), *Mystical Ninja* (1 or 2). Tel: (081) 795 2570.
● Check this. (US) version of *Clayfighter*, will swap for *SFII Turbo* and *Super Mario Carts*. Both (UK) please or sell for £40.
● I will swap my *Starwing* (UK) for your *Axelay* or *Pop 'n' Twinbee* (must be UK). Cardiff area only. Tel: (0222) 549817.
● Will swap hundreds of football magazines worth £400 for UK SNES with *Street Fighter II Turbo*. Tel: (021) 328 0633.
● Will swap my *Super Bomberman* (UK) or *Street Fighter II* (US) for your *Might and Magic 2* (UK) or *Wolfenstein* (UK). Tel: (0482) 502352 after 5pm.
● SNES *Cool Spot* (UK) boxed with instructions to swap for *Rock 'n' Roll Racing* or with £20 for *FIFA Soccer* with Multitap. (Both must be boxed with instructions and UK only.) Tel: (081) 574 6836.
● I will swap my *Prince of Persia*, *Desert Strike* or *Street Fighter II* for your *Bubsy*, *Zombies*, *NBA Jam*, *Mortal Kombat* or four-player games. Tel: (0266) 871240.
● I will swap my *SFII* (no box), *Tiny Toons* and *Mortal Kombat* (all UK) for *FIFA Soccer*, *Super Bomberman* and *Bart's Nightmare*. Must be UK. Swap one for one. Tel: (081) 524 5413 after 4pm.
● Dear Reader of this note, I desperately want *Secret of Mana* and *Convertor* and I will swap *Mario All Stars*. Tel: (0273) 846632.
● I have *Sensible Soccer* to swap. I would like *Exhaust Heat II*, *Rock 'n' Roll Racing* or *Final Fantasy II*. Phone Dan in Brighton (0273) 888743.
● I will swap two of these: *Sim City*, *Zelda III*, *Bomberman*, for one of these: *Secret of Mana*, *NBA Jam*. Tel: Ben (0273) 888743.
● I will swap *Starwing*, *SFII Turbo*, *SFII*, *Mario All Stars*, *Super WWF*, *Super Mario World* for *Bomberman*, *Top Gear* or any good game. Tel: (0895) 421085.
● To swap: *Sim City*, *Populous*, *Powermonger*, *Bart's Nightmare*. Wanted: *Pebble Beach Golf*, *Humans*, *Shadowrun*, *Mega-Lo-Mania*, *Pushover*. Tel: Mark (081) 529 4357.
● Swap Neo Geo with two control pads and four games. I want Amiga 1200 plus CD32 contact. Tel: (081) 368 7486.
● Amiga 500, 1Mb, three joysticks, two mice, absolutely tons of stuff, too much to mention, excellent condition. Will swap for US SNES with four to five games. Tel: (081) 740 4052 after 7pm.
● SNES, two pads, *Starwing*, *Star Wars*, *Mario Land*, and A500, 1Mb, games, mouse, joystick etc. Swap for UK Neo Geo, Scart and these games: *Samurai Showdown*, *Fatal Fury 2*, *Art of Fighting 1* and *2*. Tel: (0422) 884995.
● Swap issues 1-20 (no issue 4) of *Super Play* (or sell for £30) for any decent game which got 85% or over. Must collect. Tel: (0524) 781651.
● Swap my two games, *Actraiser* (UK) and *Wing Commander* (US) for any one of the following: major titles, *P Beach Golf Links*, *Alien 3* or *Sunset Raiders*. Tel: Darren (061) 370 8390 after 7.30pm. Manchester area preferred.
● I will swap ny *NHLPA Hockey '93* for *Super Bomberman* or *Rock 'n' Roll Racing*, or sell it for £25. Boxed instructions are included. Tel: (0206) 373228.
● Hey you! Fed up with your *Mega Man X* (UK) cart? Then swap it for my *Mr Nutz* (UK). Also consider: *Axelay*, *Probotector*, *Batman Returns* (UK only) Phone Rob after 5pm Pref Preston area. (0772) 613 651.
● Will swap my *Super Mario World* for your *Sim City*. Must be boxed with instructions. Tel: (4620) 631842.
● I have *Zelda*, *Super SWIV Lemmings*, *Smash TV*, *Cybernator* and *SFII*. I want decent footie games, *Clayfighters*, *Bomberman* and *Solstice II*. Tel: (081) 446 5278.
● I will swap my *SFII* or *Spiderman* for your *Bomberman* or *Arcade Pool*. My games have instructions but no boxes. Tel: (0575) 574943 and ask for Scott.
● Swap *FIFA Soccer* for *Striker World Cup*, *NBA Jam* for *Pilotwings*. Will pay £15 Tel: (0978) 754244.
● Swap my *Castlevania IV* (UK) or *Actraiser* (Jap and adaptor) for *Zelda*, *Top Gear*, *Parodius* or *Ghouls 'n' Ghosts*. Or *International Soccer* or *World Cup USA '94*. Tel: (0532) 532637.
● Swap my *Mario All Stars* for your *Rock 'n' Roll Racing* – with box and instructions, You must collect. Must be in the UK. Tel Ben on (0533) 707600.
● SNES (UK) GAMES; Mario All Stars, Jurassic Park and Super Tennis. I want in exchange NBA Jam, Desert Strike, Striker, Star Wars or Royal Rumble. Tel:(0342) 8833775.

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# EXCITABLE VIEWPOINT

# PLAY BACK

**'I'm thalassocracy and you're just Romanov.' So sings Frank Black. It's all very well knowing big words, but small ones are more juicy when it comes to Playback. This month we talk about things like the Super Game Boy, the Ultra 64 and Wil's undeniable talents.**

## 'GET THE JUICES FLOWING'

I've been thinking of writing for a while, and after reading Jim Lightfoot's letter in *SP*22, I decided I would. It concerns SNES game music. There are some great examples (*Castlevania, Actraiser, Rock 'n' Roll Racing*), but I cannot stand some stuff (mainly *SFII Turbo, Mario Kart* or anything else by Nintendo). While Nintendo's games may be good examples of cute music, they are still repetitive and annoying.

I am looking forward to buying *Stunt Race FX* and *Mortal Kombat II* and, while I don't mind the hardly noticeable BGM (background music) of *MKII*, when playing a good racing game I would prefer to listen to some Pearl Jam, for example, to get the juices flowing, while still hearing the atmospheric engine sounds as well as the other spot effects. Yet this will be impossible and I will have to listen to each track's 'bouncy little tune' as James said, if I want to hear the FX.

Some games, such as *Rock 'n' Roll Racing*, enable you to listen to any combination of music and sound effects. However, this is the only game with both good and fitting enough music. The best solution to this would be to toggle music in games as standard (with the SELECT button, possibly in the same way as START pauses in all games).

So in the information box (that tells you about cart size, price and so on) could you say if there is an option to turn the music off?

**Tom Whitaker,**
**Sheffield, Yorks.**

If the music is bad enough in a game, we turn off all the sound. And put on some Lou Reed, the Dickies or Lisa's Sh'boom, Sh'boom CD. In fact, let's have a little compo. Send in your ideas of the best songs to listen to whilst playing certain games and we'll print and send out prizes for the funniest. For example, you could listen to *Maxwell's Silver Hammer* or MC Hammer whilst playing Hammerin' Harry. Or maybe you could listen to Ice-T whilst playing Ice Hockey. Or something.

## 'THIS ADD-ON IS A GODSEND'

The Super Game Boy add-on for the SNES would be classed by a few as a technological breakthrough, as is the Super FX chip. But the rest would class it as an over-priced, over-hyped option. The first console/handheld unit I ever purchased was the Game Boy. I built a collection of 15 games for it and then purchased a Super NES.

For me, this add-on is a godsend because it enables games to be played in adjustable colour, and on a big screen TV. (If you don't have a magnifier for a Game Boy, it's really uncomfortable!)

Another factor of this is whether you should review Game Boy games. Well, when the Fire SNES adaptor is released, will you review NES games? Of course you won't! I think you should leave Game Boy reviews to *Total!* (which I buy as well).

My last comment is, if the Super Game Boy comes free with a game, I think a lot more people will invest in one.

By the way, don't sack Lisa; she's great.

**Yours sincerely,**
**Liam Toland,**
**Coatbridge, Scotland.**

When you buy a Super Game Boy, you get *Donkey Kong '94* free with it, so that should please you, Liam. Last month, as you'll have seen, we did a feature on Game Boy carts you really should own. We'll be doing this sort of coverage on and off in the coming months. We won't be covering all the latest releases, like we do with the SNES, but if there's something massive in the Game Boy world, we'll make sure you hear about it.

## 'A LOT OF THE FAMOUS PEOPLE'

In your manga and anime sections you cover a lot of the famous people (such as Akira and 3x3 Eyes). I am a very big fan of *Dragon Ball Z* and I have heard that in Japan they sell collectors cards just like the Akira ones. Do you know of any company which might sell or be able to get me these cards, as I am sure there are many

### THE SUPER PLAY INTERESTING-O-METER

**What's cool and what's overheated!**

**HOT**

Which games would make excellent films

Who should *really* play Guile

Game music vs real music

**NOT**

Battery back-up erasure tales

Shops in the Netherlands

Shops anywhere

other *Dragon Ball Z* fans out there who would like to know.

Another thing I would like to know is, when Project Reality (*Ultra 64 – Ed*) comes out, will you be devoting half of the magazine to it, or will the *Super Play* team make a brand new Project Reality (*Ultra 64 – Ed*) magazine?

Last of all, I would like to know if you are going to bring out a *Super Play Gold '94*, as I bought the *'93 Gold* and it was fab.

**Yours faithfully,**
**Geoffrey Tsoi,**
**Anonsville.**

There are loads of different *Dragon Ball Z* card sets, and none are officially available in the UK. Generally the only places you'll find them is packaged free with various products in specialised Chinese food shops. So it's a sort of pot noodle luck.

As far as Ultra 64 goes, at the moment we're dying to get our hands on one, and we will be covering it in *Super Play*. But how much coverage we give it depends. (In other words, we don't know yet.) But rest assured we'll let you know nearer the time.

A *Super Play Gold '94* does look likely later in the year. Keep your eyes peeled.

## 'COME ON BRITAIN'

I would like to voice my frustrations on how America always gets the latest manga and anime releases, and we hardly see any of it. Our country does not seem to recognise the support and following manga has over here. There should be more manga and anime available, then maybe the fans and everyone concerned would be rewarded for their support and hard work. Come on Britain! Let's have more anime and manga, and make *Anime UK* weekly. A month is too long to wait.

**Yours sincerely,**
**Gary Prince,**
**Shipley, West Yorkshire.**

There are five times as many consumers in the USA as there are here, and the links between Japan and America are stronger than between the UK and Japan. That partially explains why they get more anime than us.

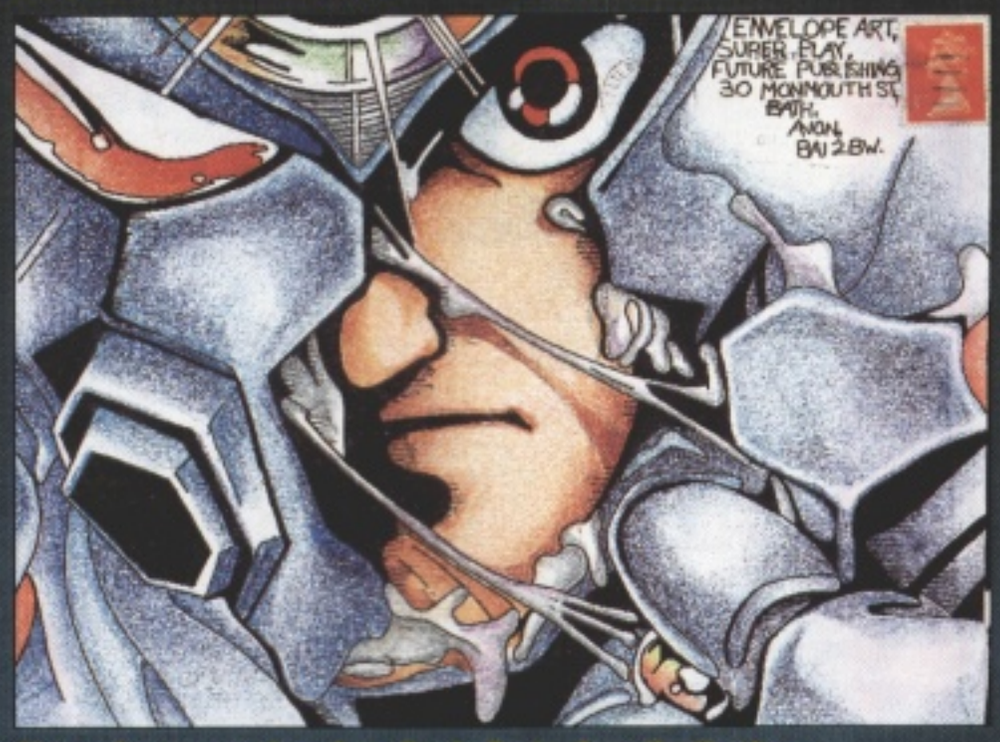
Also, it's only in the last couple of years that anime and manga has really taken off in this country. So of course we haven't caught up yet. When you say 'come on Britain' who are you talking to? Fans? They want as much anime as they can get. Distributors? A host of new labels are distributing films as quickly as they can.

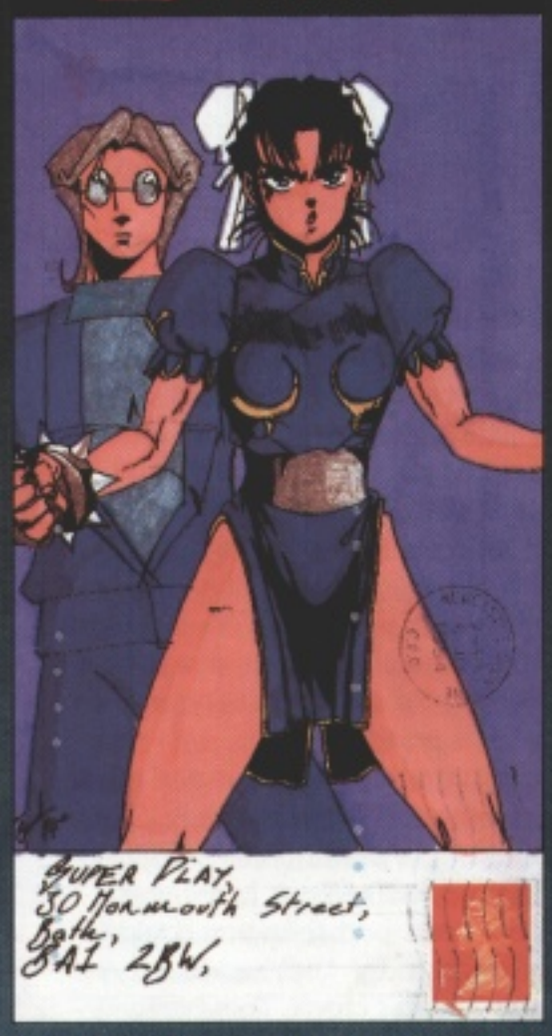
So while we agree that there should be more manga and anime in this country, it's wrong to compare us to the States. As long as we see everything we can, fans should be happy.

# ENVELOPE ART!

**We've received an Envelope Art entry from SWEB, the South Western Electricity Board. They drew a big-eyed cat. But it was crap so we threw it away.**

**Anyway, send your vastly better pictures to Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. You could win a Wil-art T-shirt! Huzzah!**




**Above: Guyver envelope from Perrie Foster from Huntingdon.**
**Right: Chunners by Kevin Bland in Newcastle.**
**Below: Macross by Daniele Balestrieri, Italy. Daniele is a regular contributor to Envelope Art, as well as writing many letters. And he's Italian, to boot!**

**Below: Cammy in different positions by Mark Carmichael, Manchester.**

**Winning envelope art is from Matt in Basingstoke. Who also sent in a jolly good selection of reviews as well. How clever he is.**

**WINNER!**

## 'ABOVE THE £100 MARK'

What is the thinking behind Project Reality (*Ultra 64 – Ed*) being a cartridge-only system? The price of carts is ever increasing as the memory count goes up and up. If a cart is to do this new game console any justice, it surely must be huge in memory terms, and will cost a fortune! If 32 Mbit carts are costing £59 to £69 then the Project Reality carts with their 100Mbit-plus memories are going to be at and above the £100 mark!

I would rather pay an extra £75 to £100 on the price of the hardware to boost an internal memory, and have the software on CD that could load the game into this extra memory. Okay, so there would be an initial delay whilst the data was transferred, but the software could cost £30 instead of £100. Paying just the once for a large chunk of memory seems more sensible than paying over and over again for the same memory on separate cartridges.

'What about FX chips and other developments?' you may ask. 'You can't strap a performance-boosting chip onto a CD.' True, but if you retain a cart-port than you could have a cartridge that had just these super-booster chips. This again covers the cost of putting an FX chip on several game-carts. How many additional FX-type games do you think there would be out there now if the software manufacturers knew most SNES owners already had an auxiliary FX chip that would keep the costs down?

I can only see one reason behind a cart-based machine – greed. If the system used CDs then anyone could manufacture these items at low cost. However, with a cartridge, Nintendo can insist that software houses use Nintendo's cart-manufacturing and charge them through the nose for the honour.

As usual, the poor punter will bear the cost.

**S Burgess,**
**Nonamesville.**

That's a cynical view, but well put. Nintendo would argue that relatively carts are getting cheaper every day, and that most of the cost of games is spent on development (which would be more expensive for CD games).

Also, by putting internal memory in the Ultra 64, you're imposing a limit on the size of the games which will be available.

Nintendo are, of course, out to make a profit on the software for the Ultra 64, rather than the hardware (like they have in the Game Boy, NES and SNES market), so of course, they're not going to forsake their cut. But if they charge too much for Ultra 64 games, the machine will end up as extinct as the famous bald moose of Beccles.

## 'DUTCH SUBTITLES, AND UNCUT'

I want to reply to Gertjan Klöters' letter in *SP*22. I'm also a big manga/anime fan and have been for about a year. Gertjan said that manga movies, comics and so on, aren't very popular in the Netherlands. But they ARE! You can buy manga movies at about 20 shops in the Netherlands, even in some of the V&D department stores. And the Akira cards (and comics) you can buy at quite a few comic shops. I've some addresses of shops where you can buy manga videos and comics.

**1.** Franka, Torenpassage 9, Breda.
**2.** Wonderland, Soembawastraat 54a, Amsterdam.
**3.** Gameworld, West-Kruiskade 48, Rotterdam.

If you want manga videos, go to Gameworld. They have all the new releases of all the UK video labels.

Manga Video and Polygram have co-operated in the Netherlands and they are going to release everything available in the UK with Dutch subtitles, and uncut! They're also releasing a 'mangazine' in Dutch. The videos will be sold in all good comic shops and even in some of the Free Record Shops (*! Ed*).

**Bye-bye!**
**Rudi Reicharott,**
**Breda, The Netherlands.**

Thank you. *Super Play* has many readers in the Netherlands, as well as Germany and Italy, so if they all converge on these shops, business will be brisk. Oh, and we wish we had Free Record Shops in the UK. They sound great.

## 'BEATEN EVERY TIME'

When I saw your review of *Stunt Race FX* I just had to go out and buy it (which I did). The game is perfect (apart from the lack of two-player tracks) and so I've been converted from a beat-'em-up specialist (I'm *Street Fighter II* champ of Bournemouth) to a race game specialist. I've beaten every time sent in by readers for *Super Mario Kart* and now I'd like to start off a table of *Stunt Race FX* times. I was hoping that perhaps you could start up a monthly league table of record times for each track, so that we readers can see what we're up against.

To start the ball rolling, here are a few of my times for some of the tracks. They aren't brilliant but I'm improving them all the time and I'll send in my better times when I get them.

| | | |
|---|---|---|
| **Easy Ride** | 1:17.85 | F-Type |
| **Aqua Tunnel** | 1:44.63 | 2wd |
| **Easy Bonus** | 0:13.85 | Coupe |
| **Big Ravine** | 2:50.00 | Coupe |
| **Master Bonus** | 0:13.21 | Coupe |
| **Expert Bonus** | 0:13.01 | Coupe |

**Yours faithfully,**
**Gareth Hitchcoe,**
**Poole, Dorset.**

Come on, readers! See if you can beat the cocky Gareth at his own game (well, at Nintendo's game). Send in some of your best times (and don't make them up because there's a way to tell).

## 'YOU KNOW THERE'S NOTHING WORSE'

You know there's nothing worse than lending a battery back-up game to a friend, on which you've saved a position, which you've obviously spent hours working on. Then you get it back home and realise that their kid brother decided to find out what erase means.

Battery back-up games should let you put in your own password so that when you wish to erase that column you'd have to put in that very password.

If somebody was to forget that password there should be a special sequence with the buttons which would display a list of passwords, so they could recognise theirs.

**Yours faithfully,**
**Jim Lightfoot,**
**Edgbaston, Birmingham.**

Boy, this must have happened to you at lot, Jim, to get so worked up about it. The solution, as ever, is simple. If you must lend games to folk, try and choose an only child (or, at a pinch, the youngest). Or you could ask the lendee not to let the cart fall into tinier hands. Or you could refuse to lend it, be there when he plays it, or even suggest that he buys it himself.

Passwords are massively forgettable, especially if you've got about 30 games, each with different ones. And frankly, we don't find there's much of a problem, if you warn the person that you've got a saved game there. Communicate and clarify is the answer Jim.

## 'ANOTHER SECRET POND'

I have found another secret pond in *Zelda 3 – A Link to the Past*. If you go into the middle of the Waterfall of Wishing you go into a pond.

**Yours truly,**
**Trevor Power,**
**Norwood, Ireland.**

How on earth did this get into the Super-Excitable Playback pages? Anyway, cheers for that Trev.

# KINDLY LEAVE THE STAGE

**Keep those jokes coming in. If we laugh, you may find yourself sporting a stylish, newly designed, *Super Play* T-shirt. Well, what more could you possibly want?**

Q How do you fit four elephants in a Mini?
A Two in the front and two in the back.
Rating 1/10

Q How do you know when elephants are breaking into your house?
A The Mini is parked outside.
**Pat Shields,**
**Co Down, Ireland**
Rating 3/10

Q Why did the cabbage faint?
A Because it saw the salad dressing.
Rating 1/10

Q What goes into the water pink and comes out blue?
A A swimmer on a cold day.
**Wilson Kwok,**
**Southport.**
Rating 1/10
(*Oh dear – Ed*)

Q Where do chickens go when they die?
A To oven.
**Mike Maylik,**
**Camberley, Surrey.**
Rating 1/10

**Get 5/10 or above for your joke and you win yourself a stupendous *Super Play* T-shirt. Kindly Leave The Stage, *Super Play*, 30 Monmouth St, Bath BA1 2BW.**

## 'PROBABLY OUT OF DESPERATION'

First of all, congratulations on issue 22. It has to be the best issue yet. I would like to make a few comments.

**1.** What happened to Jonathan Davies and James Blackwell? In issue 15 they were in the line-up, but in issue 16 James and Jonathan were out and, probably out of desperation, Wil was in the Profiles. Please explain.

**2.** The 'How to Draw Anime' guide was really great. Is it going to be a regular section?

**3.** Why don't you do a star letter or letter of the month or something?

**4.** In issue 16 in Live from Hell City, it says about the *Super Mario Club*. In the picture above the scoreboard, the girl's face looks as if she is either video distorted or on one of those dire Mega-CD pop video things. Is this due to poor TV quality in Japan or what?

**5.** Finally, in your review of *WildTrax*, in the blue information affair, it said one to two players. Is there a two-player mode in the Speed Trax, Stunt Trax and Radio Control sections, or is it only in Battle Trax mode?

**Thanks for listening.**
**Pat Shields,**
**Co Down, Ireland.**

PS The flannel-panel compos are too hard.

1. It's strange you should ask that. Jonathan simply disappeared. One moment he was sitting glumly in the corner, the next, he'd gone. All that remained was a Caramac wrapper and a faintly rancid smell. Leading us to believe he'd been kidnapped by confused Swiss yachting fans, out to avenge their defeat in the 1903 Round Lake Geneva Cup by someone called Janothon Bavies (a German).

And James Blackwell, well, he simply ate himself. Gone. Vanished, with nary a burp.

2. No. Wil might do another guide one day. But it won't be regular.

3. It's a possibility if we had some decent letters.

4. Yes.

5. *Battle Trax* is the only two-player bit. But the one-player game is excellent, though.

## 'LUMP POPPED UP'

*Secret of Mana*, eh? As I was going through it, it was completely ace all the way through. But what about *Final Fantasy 2?* What happened to a decent pre-end-baddy bit? Were Squaresoft lost for ideas?

I must admit, after seeing the Mana Tree blown to smithereens by Thanotos I felt like crying, and when you find out the tree is your mother, a lump popped up in the back of my throat.

Ninety-howmuch did you give *Secret of Mana?* Now on another factor, endability should be included. The higher the rating, the better the lead-up to the end baddy, the better the end baddy itself, and the ending as well.

But maybe you should only include this for RPGs only. I hope you understand what I am on about. And have a think about the endability factor. Please.

**Yours,**
**Adrian Whiteley,**
**Wakefield,**
**West Yorkshire.**

We've thought about having an endability factor for about three seconds, and we've decided that it is rather un-necessary. But thanks for the comments.

## 'PLEASE FIND'

In reference to the request from the early issues of your magazine, please find enclosed some reviews of games not present in the comprehensive 'What Cart?' game library.

(*The games not present are The Great Waldo Search from THQ, Sonic Wings from Video System Co and Super Naxat Open from Naxat Soft – Ed*).

Thank you for producing a well-balanced and informative magazine. There is one improvement I'd like to suggest: a return to a full-page Datebook, with as many international release dates as possible. I always used to find this invaluable in anticipating what was soon to be available on import

**Yours sincerely,**
**Matt,**
**Basingstoke,**
**Hampshire.**

Many thanks for the info, Matt. By the way, the reviews you sent were great. Don't want a job, do you (*Oi! – Zy and Tony*).

What Cart is so large now, that we're reluctant to put in tiny, crap, obscure,ancient Japanese games.

As far as Datebook goes, well we do try to get as much info as possible. We're always improving communications between ourselves and Japan, so it's always possible that Datebook will grow once more.

## 'MORE OVER THE TOP PERVERSITY'

Back in issue 21 you answered my letter entitled 'Over the top perversity'. From your reply it seems that you thought I wanted a 'naughty' manga film. This is wrong. What I asked for was if you could recommend a manga film which had its high rating due to over-the-top violence.

Please print this as I wish to clear my name. I am not the kind of person who gets his kicks from watching demons do unmentionable things with tentacles to young lasses.

**Andrew McNaughton,**
**Sanderstead, Surrey.**

Oh that's all right then. You fancy a bit of over-the-top violence, do you, instead of tender love-moments? That's probably worse, in fact. Anyway, for over-the-top violence (which doesn't involve demons and that), try *Golgo-13*. What a bloke.

Anyway, consider your name cleared, Andrew. Now get back to your violence.

## 'HIGHLIGHTS'

Please print this in the Highlights.
**Henry Arnold, W Sussex.**
No sooner said than done.

Highlights was great when Lisa Nicholls hijacked it.
**Sam Elliot, Isle of Wight.**
No it wasn't great. It was contrary to the entire reasoning behind the column.

Yes it was.
**Everybody, China.**
Doh!

I was wondering... what does Nibumnoichi mean?
**Phil Halliwell, Shotton Colliery.**
Dunno. Ask Wil.

I thought I'd just drop you a line and give you my opinion.
**Jim Lightfoot, Edgbaston.**
You frequently do, Jim.

## 'EYES TOO CLOSE'

Great to see the 'How to Draw Anime' column. Keep it up! Here's an idea for you – how about a column (similar to the *Super Play* Profiles) down the side of the page where some of our work is shown. Next to each drawing could be some pointers on what we're doing wrong or right, from Wil.

After reading the 'How to...' column, I've found I've been drawing the eyes too close together. That's the only flaw, I think, but with guidance from Wil, we can see how well we're doing.

The best original characters could get a T-shirt like Envelope Art winners.

**See you later,**
**Damian Jordan,**
**Hyde,**
**Tameside.**

Wil is chuffed that so many people liked his anime drawing guide. And the quality of Envelope Art seems to have improved as well.

Your idea of having a Profiles-style reader art section is tempting. For the moment, though, we'll stick with Envelope Art, and see what everybody else thinks. So if you've got an opinion on this, write in!

Incidentally, Damian, your original characters are jolly good. They've got that elusive aliveness and dynamism which is difficult to learn. Send in some more stuff to Envelope Art and we'll print it. You never know; you might win a lovely Wil-designed T-shirt.

## 'I WAS MORTIFIED'

After reading your *Final Fantasy* news update in issue 21, I was mortified to find that only *Final Fight VI* would get a US release. The thing that really gets me is that the West seems to end up with all the rubbish and mediocre games.

I would really like to make a difference to Nintendo's attitude, and I am sure a lot of others would too. Maybe your magazine and the combined power of the consumer can help. So should I write to Nintendo or to Squaresoft about the *Final Fantasy* games?

**Yours sincerely,**
**Paul Rite,**
**Somewhere,**
**Near a River.**

This would be a good point to remind everyone that we're running a major campaign about getting Nintendo to release more RPGs in this country.

To help, simply send a postcard, saying that you want more RPGs to be released in the UK, to RPG Demand, *Super Play*, 29 Monmouth St, Bath, Avon, BA1 2DL. We'll pass them on to Nintendo, who will be amazed by the number of them, and will change its policy.

## 'LOOK! THERE'S JUST ROOM'

Look! There's just room for my little letter on the end here!

**Love,**
**Gabriel García Márquez,**
**Spain.**

Thanks Gabby. We thought *One Hundred Years of Solitude* was skill, by the way.

## WRITE NOW!

**If you've got something to say and want to see your name in print, then what are you waiting for?**

**PLAY BACK,**
***SUPER PLAY,***
**30 MONMOUTH STREET,**
**BATH BA1 2BW.**

# WHAT CART?

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|

**KEY** The guide to *Super Play*'s percentage scoring method.

**90-100%** — Why haven't you got all these? Go on – buy them!

**70-89%** — Now these are worth considering, definitely.

**0-69%** — Most of these are best left on the shelf, we reckon.

| | | | |
|---|---|---|---|
| SP2 | **ACROBAT MISSION (JAP)** *Teichiku* | 38% | Despicably feeble vertically scrolling blaster. Avoid. |
| SP9 | **ACTION PACHIO (JAP)** *Coconuts Japan* | 42% | Boring and slow *Sonic* lookalike. |
| SP2 | **ACTRAISER (JAP/US/UK)** *Enix/Quintet* | 90% | Great combination of strategy and platform action. |
| SP16 | **ACTRAISER 2 (JAP)** *Enix* | 69% | Flashy presentation, but a disappointing step backwards. |
| SP1 | **THE ADDAMS FAMILY (JAP/US/UK)** *Ocean* | 82% | Enjoyable mix of puzzle, adventure and shoot -'em-up. |
| SP7 | **THE ADDAMS FAMILY 2 (JAP/US/UK)** *Ocean* | 90% | Huge, gorgeous-looking and fun platformer. |
| SP7 | **AEROBIZ (US)** *Koei* | 69% | Well-presented, but over-serious, airport management sim. |
| SP13 | **AERO THE ACROBAT (UK)** *Marubeni* | 84% | Fun platformer with functional graphics and huge levels. |
| SP15 | **ALADDIN (UK)** *Capcom* | 81% | Great to look at and very involving, but it's over too quickly. |
| SP18 | **ALCAHEST (JAP)** *Squaresoft* | 69% | A great looking slasher/blaster with clever power-ups. |
| SP15 | **ALFRED CHICKEN (UK)** *Mindscape* | 83% | Packed levels and a great central character. |
| SP9 | **ALIEN³ (US/UK)** *Acclaim* | 84% | Big and accurate movie conversion with great cosmetics. |
| SP6 | **ALIENS VS PREDATOR (JAP)** *IGS* | 28% | Unoriginal beat-'em-up. Neat idea but dire gameplay. |
| SP3 | **AMAZING TENNIS (JAP/US)** *Absolute Entertainment* | 80% | Looks nice, but the graphics restrict your view of the action. |
| SP10 | **AMERICAN GLADIATORS (US)** *Gametek* | 16% | Very sad attempt at reproducing the tacky gameshow. |
| SP22 | **ANDRE AGASSI (US)** *Tecmagik* | 52% | Beaten in straight sets by *Super Family Tennis*. |
| SP1 | **ANOTHER WORLD (UK)** *Interplay* | 81% | Superb graphics and varied action, but it's a bit short. |
| | **ARCANA (JAP/US)** *HAL* | 65% | RPG which sounds good in principle, but is dull in practice. |
| SP13 | **ARCUS ODYSSEY (US)** *Renovation* | 57% | Bodged RPG/shoot-'em-up with virtually no gameplay. |
| SP1 | **AREA 88 (JAP)/UN SQUADRON (US/UK)** *Capcom* | 91% | Exciting and brilliantly designed scrolling shooter. |
| SP15 | **ART OF FIGHTING (JAP)** *Takara* | 56% | Dull, unbalanced beat-'em-up with flat backgrounds. |
| SP5 | **ASSAULT SUITS VALKEN (JAP)** *NCS Masiya* | 91% | A brilliant, Japanesey shoot-'em-up with lovely graphics. |
| SP11 | **ASTERIX (UK)** *Infogrames* | 70% | An unoriginal but bright and cheerful platformer. |
| | **ASTRAL BOUT (JAP)** *A-Wave* | 40% | Decent-looking wrestling game with dodgy gameplay. |
| SP20 | **ASTRO GO! GO! (JAP)** *Meldac* | 51% | A poor attempt to copy *F-Zero*. |
| | **AUGUSTA MASTERS 3D GOLF (JAP)** *T&E Soft* | 79% | Graphically good golf game which plays okay. |
| SP2 | **AXELAY (JAP/US/UK)** *Konami* | 85% | Uninventive gameplay, but the graphics are gorgeous. |
| SP1 | **BART'S NIGHTMARE (JAP/US/UK)** *Acclaim* | 86% | Challenging, pretty and funny collection of sub-games. |
| SP7 | **BATMAN RETURNS (JAP/US/UK)** *Konami* | 87% | Straightforward, but beautifully realised, movie licence. |
| | **BATTLEBLAZE (JAP/US)** *Sammy Corp* | 42% | Beat-'em-up which looks and sounds okay, but plays awful. |
| SP19 | **BATTLE CARS (US)** *Namco* | 73% | *Mad Max*-style racing. Disappointing two-player mode. |
| SP3 | **BATTLE CLASH (US/UK)** *Nintendo* | 48% | Super Scope game with a fatal lack of variety. |
| | **BATTLE GRAND PRIX (JAP/US)** *Naxat* | 56% | Cumbersome driving game with a useless overhead view. |
| SP16 | **BATTLETOADS DOUBLE DRAGON (US)** *Tradewest* | 37% | A simple and incredibly boring scrolling beat-'em-up. |
| SP11 | **BATTLETOADS IN BATTLEMANIACS (US)** *Tradewest* | 80% | A fun beat-'em-up with loads of moves and fab animation. |
| SP23 | **BEAUTY & THE BEAST(JAP)** *Hudson West* | 71% | Stunning graphics, but disappointing gameplay. |
| SP5 | **BEST OF THE BEST (JAP/US/UK)** *Electro Brain* | 50% | The kick-boxing action here will soon get tedious. |
| | **BIG RUN (JAP)** *Jaleco* | 34% | Driving game with dire graphics and virtually no gameplay. |
| SP8 | **BIO METAL (JAP)** *Athena* | 71% | Unoriginal and marred by slow-down, but challenging. |
| | **BIRDIE TRY (JAP)** *Toho* | 28% | Truly terrible golf game with an appalling Mode 7 course. |
| SP7 | **THE BLUES BROTHERS (JAP/US)** *Titus* | 68% | Fairly nice platform romp with a spurious film connection. |
| SP8 | **BOB (US/UK)** *Electronic Arts* | 54% | Awkward-to-control and average-looking platformer. |
| | **BOMBUZAL (JAP/US)/KA-BLOOEY (US)** *Kemco* | 48% | Well-designed puzzler with dull graphics and gameplay. |
| SP14 | **BOXING LEGENDS OF THE RING (UK)** *Electro Brain* | 87% | Fab boxing game with variety and knockout graphics. |
| SP4 | **BRASS BOSS (JAP)** *Lazersoft* | 56% | Decent graphics, but basically just another beat-'em-up. |
| SP16 | **BRETT HULL HOCKEY (UK)** *Accolade* | 78% | A competent, well-constructed and enjoyable game. |
| SP10 | **BUBSY (US)** *Accolade* | 77% | Pretty and playable, if unadventurous, platformer. |
| SP19 | **BUGS BUNNY: RABBIT RAMPAGE (US)** *Sunsoft* | 58% | Just another mediocre platformer. |
| SP5 | **BULLS VS BLAZERS (JAP/US)** *Electronic Arts* | 83% | Good, solid and accurate basketball game. |
| SP4 | **CACOMA KNIGHT (JAP/US)** *Datam* | 36% | Tedious *Qix* copy with attractive graphics, but little else. |
| SP7 | **CALIFORNIA GAMES II (JAP/US)** *DTMC* | 22% | Multi-event sport 'sim'. Stupid games and poor graphics. |
| SP7 | **CAL RIPKIN JR BASEBALL (US/UK)** *Mindscape* | 70% | Atmospheric, but awkward to play, and ultimately boring. |

# SUPER PLAY'S GAME LIBRARY

## WIN! WIN! WIN! WIN! WIN! WIN!

**Another month, and another 'What Screenshot?' competition. As before, just study the numbered pics on all seven What Cart? pages and then write down which games they come from (in order). Piece of cake! Then send your answers to: What Screenshot? Compo 3, *Super Play*, 30 Monmouth St, Bath BA1 2BW. Remember, the winner gets a *Super Play* goody bag. Closing date is 16 September 1994.**

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP1 | CAMELTRY (JAP)/ON THE BALL (US) *Taito* | 52% | Ball-in-maze-type puzzler which is too easy. |
| SP13 | CAPTAIN AMERICA (UK) *Mindscape* | 30% | Beat-'em-up with duff graphics and crap collision detection. |
| SP5 | CAVEMAN NINJA 2 (JAP) *In-house* | 58% | *Joe And Mac* sequel. Fiddly gameplay and titchy sprites. |
| SP13 | CHAMPIONSHIP POOL (UK) *Mindscape* | 78% | If you must play pool on the SNES, then go for this game. |
| SP19 | CHAMPIONS WORLD CLASS SOCCER (UK) *Acclaim* | 66% | Ryan Giggs likes it, but we're not so keen. |
| SP7 | CHESSMASTER (US/UK) *Mindscape* | 55% | It plays chess all right, but the interface is badly designed. |
| SP6 | CHESTER CHEETAH (JAP/US) *Kaneko* | 58% | Bright, colourful platform game which lacks challenge. |
| SP18 | CHOPLIFTER 3 (UK) *Ocean* | 80% | A nostalgic helicoptery shoot-'em-up. |
| SP4 | CHUCK ROCK (US/UK) *Sony Imagesoft* | 61% | Imaginatively-designed platform game, but it's dull. |
| SP14 | CLAY FIGHTER (UK) *Interplay* | 85% | Lovely graphics which the gameplay can't quite match. |
| SP12 | CLAYMATES (US/UK) *Interplay* | 79% | Innovative and fun beat-'em-up, but it's too easy to finish. |
| SP16 | CLIFFHANGER (UK) *Sony Imagesoft* | 22% | A fourth-rate and wholly derivative game. |
| SP7 | CLUE (US) *Parker Brothers* | 46% | Unnecessary conversion of the *Cluedo* board game. |
| SP5 | COMBATRIBES (JAP/US) *Technos* | 57% | Dull platform blaster. No imaginative levels or weapons. |
| | CONTRA 3 (US)/CONTRA SPIRITS (JAP) *Konami* | 90% | Superb platform blaster with excellent two-player action. |
| SP14 | COOL SPOT (US) *Virgin* | 82% | Looks snazzy, but the platforming fun is short-lived. |
| SP8 | COOL WORLD (US/UK) *Ocean* | 52% | Gorgeous film-based graphics, but where's the gameplay? |
| SP3 | COSMO GANG (JAP) *Namco* | 70% | Fun two-player shoot-'em-up, but infinite continues spoil it. |
| SP7 | COSMO GANG: THE PUZZLE (JAP) *Namcot* | 58% | Colourful *Tetris*-inspired puzzler that soon gets dull. |
| SP5 | CYBERNATOR (US) *NCS Masiya* | 91% | See *Assault Suits Valken*. |
| SP15 | DAFFY DUCK (UK) *Sunsoft* | 65% | Nice-looking and quite fun to play, but it's too derivative. |
| SP14 | DARIUS FORCE (JAP) *Taito* | 70% | Loads of baddies, but a curious lack of weapons. |
| | DARIUS TWIN (JAP/US) *Taito* | 74% | Nice-looking shooter, but it lacks challenge and levels. |
| SP8 | DEAD DANCE (JAP) *Jaleco* | 78% | Beat-'em-up with lots of moves and well-balanced fighters. |
| SP4 | DESERT STRIKE (JAP/US/UK) *Electronic Arts* | 90% | Addictive overhead-view strategic shoot-'em-up. |
| SP8 | DEVIL'S COURSE (JAP) *T&E Soft* | 80% | The craziest golf game you're ever likely to see. Quite fun. |
| | D FORCE (JAP/US) *Asmik* | 22% | Possibly the worst blaster on the SNES. Disgraceful. |
| SP1 | DINOSAURS (JAP/US) *Irem* | 83% | Too-easy platformer with fab graphics and lots of humour. |
| | DIRTY CHALLENGER (JAP) *Yutaka* | 34% | Yet another dire wrestling game with unimpressive moves. |
| SP10 | DORAEMON: WORLD OF FAIRIES (JAP) *Epoch* | 56% | Cute-looking RPG with little gameplay under the surface. |
| SP15 | DR FRANKEN (UK) *Elite* | 58% | Unengaging, unoriginal platformer with sluggish gameplay. |
| SP10 | DRACULA KID (JAP) *Naxat* | 82% | An imaginative and very cute platform game. |
| SP21 | DRAGON (UK) *Virgin* | 88% | A different sort of fighting game. And tough enough to last. |
| SP8 | DRAGON BALL Z (JAP) *Bandai* | 73% | Original beat-'em-up with lots of moves and fab graphics. |
| SP17 | DRAGON BALL Z 2 (JAP) *Bandai* | 75% | All the appeal of the first game, but it doesn't last long. |
| SP1 | DRAGON'S LAIR (US/UK) *Elite* | 82% | Dreamy looks and great gameplay, but can be frustrating. |
| SP4 | DRAKKHEN (JAP/US/UK) *Kemco* | 64% | Boring RPG with okay graphics, but awful combat system. |
| | DREAM PROBE (US) *Riot* | 33% | Bland platform beat-'em-up with lots of Japanese text. |
| SP12 | DUNGEON MASTER (US) *JVC* | 88% | Inventive, packed with detail and great fun to play. |
| SP7 | EVIL SWORD (JAP) *Datam Polystar* | 55% | Colourful, bizarre and not very exciting slice-'em-up. |
| SP13 | EVO: SEARCH FOR EDEN (US) *Enix* | 47% | Evolution sim with graphics that could try harder. |
| SP2 | EXHAUST HEAT (UK) *Ocean* | 69% | A reasonably sound driving game. |
| SP18 | EXHAUST HEAT II (JAP) *Seta* | 83% | Fast, fun racing game with nice parallax, but some judder. |
| | EXTRA INNINGS (US) *Sony Imagesoft* | 64% | Baseball game with cute characters and slick action. |
| SP21 | EYE OF THE BEHOLDER (US) *Capcom* | 52% | Dated and very dull RPG. |
| | F-1 EXHAUST HEAT (JAP/US/UK) *Ocean/Seta* | 69% | 3D racer with small cars and little warning of corners. |
| SP15 | F1 POLE POSITION (UK) *Ubi Soft* | 83% | Weird controls and average graphics, but great driving. |
| SP8 | F1 GRAND PRIX PART II (JAP) *Video System* | 52% | Viewed-from-above racer which is fun if you persevere. |
| SP3 | FACEBALL 2000 (JAP/US) *Bullet-Proof Software* | 54% | Slow, jerky and confusing 3D maze shoot-'em-up. |
| SP9 | FAMILY DOG (US/UK) *THQ* | 39% | Dull and frustrating platformer with unwieldy controls. |
| SP9 | THE FANG OF EDO (JAP) *Micro World* | 49% | This scrolling slash-'em-up looks okay, but is boring. |
| SP4 | FATAL FURY (JAP/US) *Takara* | 76% | *SFII* copy which looks good and plays fine. |
| SP19 | FATAL FURY 2 (JAP) *Takara* | 79% | A fun beat-'em-up, but it's not nearly as good as *SFII*. |
| SP20 | FIFA INTERNATIONAL SOCCER (UK) *Ocean* | 89% | A fantastic conversion from the Mega Drive. |
| SP22 | FIGHTER'S HISTORY (JAP) *Data East* | 85% | Packs a surprisingly good punch. |
| | FINAL FANTASY II (US) *Squaresoft* | 86% | Graphically basic, but lovely music and an involved quest. |
| | FINAL FANTASY IV (JAP) *Squaresoft* | 86% | See *Final Fantasy II*. |
| SP3 | FINAL FANTASY: MYSTIC QUEST (US) *Squaresoft* | 79% | Role-playing for beginners. Fun, involving and cheap. |
| SP1 | FINAL FIGHT (JAP/US/UK) *Capcom* | 86% | Brill graphics and lots of variety, but no two-player mode. |
| SP10 | FINAL FIGHT 2 (JAP) *Capcom* | 75% | As before, with a two-player mode, but no challenge. |
| | FINAL FIGHT GUY (JAP) *Capcom* | 83% | Pointless *Final Fight* sequel with a new main character. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP19 | FINAL STRETCH (JAP) *LOZC* | 73% | Brilliant 3D scrolling, but disappointing racing. |
| | FIRE DODGEBALL (JAP) *Sunsoft* | 45% | Based on an imaginary sport, this is very basic. |
| SP11 | FIRST SAMURAI (UK) *Kemco* | 80% | Platform beat-'em-up with loads of playability. |
| SP15 | FLASHBACK (UK) *Sony Imagesoft* | 91% | A bit linear, but it's involving and the graphics are great. |
| SP20 | THE FLINTSTONES (US) *Taito* | 54% | Nice graphics, shame about the game. |
| SP6 | FLYING HERO: BUGLE'S BIG ADV (JAP) *Sofel* | 68% | Likeable blaster, but doesn't really stand out. |
| SP9 | FORTRESS OF FURY (JAP) *Jaleco* | 68% | Nice graphics, but slow and unimaginative gameplay. |
| SP1 | F-ZERO (JAP/US/UK) *Nintendo* | 86% | Fast and smooth racing game with bland scenery. |
| SP2 | GEORGE FOREMAN'S BOXING (US/UK) *Acclaim* | 18% | Tedious, limited and almost static boxing game. |
| SP9 | THE GHOST OF KITARO (JAP) *Bandai* | 61% | Pretty, but odd scrolling, shoot-/beat-'em-up. |
| | GOAL (US) *Jaleco* | 69% | Lots of detail, but the scrolling is too jerky. |
| SP6 | GODS (US/UK) *Mindscape* | 74% | Long-lasting platform shooter with added puzzles. |
| SP1 | GOLDEN FIGHTER (JAP) *Culture Brain* | 42% | Rubbish-looking, -playing and -sounding *SFII* rip-off. |
| SP13 | GOOF TROOP (US) *Capcom* | 69% | Puzzler starring Goofy which is fun for a while, but too easy. |
| SP10 | GP-1 (US) *Atlus* | 62% | Motorbike racing game which is nothing like the real thing. |
| | GPX CYBER FORMULA (JAP/US) *Takara* | 70% | Average, but enjoyable, top-view racer with an anime bias. |
| | GRADIUS III (JAP/US) *Konami* | 82% | The fab sound and lush graphics are marred by slow-down. |
| SP4 | GUNFORCE (JAP/US) *Irem* | 59% | Platform blaster which is mediocre in all departments. |
| SP23 | HAMMERIN' HARRY (JAP) *IREM* | 77% | A better than average platform puzzler. |
| SP6 | HARLEY'S HUMUNGOUS ADVENTURE (US/UK) *EA* | 69% | Fairly imaginative platformer with sub-standard graphics. |
| | HAT TRICK HERO (JAP/US) *Taito* | 66% | Fast football sim which is only any fun in two-player mode. |
| SP9 | HIT THE ICE (US) *Taito* | 58% | Ice hockey game with added brawling. A bit shallow. |
| | HOLE-IN-ONE GOLF (JAP/US) *HAL* | 68% | User-friendly and nice-looking, if not very realistic. |
| SP3 | HOME ALONE (JAP/US/UK) *THQ* | 36% | Movie cash-in with banal gameplay and hopeless graphics. |
| SP3 | HOME ALONE 2 (US/UK) *THQ* | 32% | Much the same as above, but, er, worse. |
| SP1 | HOOK (US/JAP) *Sony Imagesoft* | 72% | Gorgeous-looking licence which is too slow and too easy. |
| SP7 | HUNT FOR RED OCTOBER (US) *Hi Tech Expressions* | 25% | Extremely repetitive, waterlogged shooter. |
| SP4 | HUMAN GRAND PRIX (JAP) *Human* | 82% | Fast and realistic racer, although the control system's odd. |
| SP18 | HUMANS (UK) *Gametek* | 70% | *Lemmings*-like puzzle game which gets boring fast. |
| | HYPERZONE (JAP/US) *HAL* | 30% | Tedious 3D space shoot-'em-up with a bit of Mode 7. |
| SP6 | IMPERIUM (JAP/US) *Vic Tokai* | 40% | Sad, old-fashioned shoot-'em-up featuring robot suits. |
| SP13 | THE INCREDIBLE CRASH DUMMIES (UK) *Acclaim* | 41% | Unimpressive presentation and repetitive gameplay. |
| SP18 | INSPECTOR GADGET (US) *Nintendo* | 71% | Just another platform game. |
| SP10 | INTERNATIONAL TENNIS TOUR (JAP) *Micro World* | 69% | Plays a decent game of tennis, but other games are better. |
| SP3 | THE IREM SKINS GAME (JAP/US/UK) *Irem* | 83% | Golf game which looks nice but isn't particularly accurate. |
| | JACK NICKLAUS GOLF (US) *Tradewest* | 62% | Ruined by slow scenery redraw and unfriendly controls. |
| SP5 | JAKI CRUSH SUPER PINBALL (JAP) *Naxat* | 74% | Pinball with a slow ball and a badly-designed table. |
| SP3 | JAMES BOND JR (US/UK) *THQ* | 29% | Platform blaster with poor graphics and crap gameplay. |
| SP11 | JAMES POND'S CRAZY SPORTS (UK) *Storm* | 53% | Good-looking collection of tedious 'sports'. |
| SP12 | JAPANESE PRO WRESTLING (JAP) *Human* | 78% | Four-player sim with a fair degree of realism. |
| SP7 | JEOPARDY (US) *Gametek* | 15% | Just as appalling as the original gameshow. |
| | JERRY BOY (JAP/US) *Sony Imagesoft* | 54% | Well-designed main sprite but run-of-the-mill gameplay. |
| SP23 | THE JETSONS (US) *Taito* | 70% | A cartoon license platform adventure.Fair to middling. |
| SP5 | JIMMY CONNORS' TENNIS (US/UK) *Ubi Soft* | 88% | Tennis with added four-player antics. Great fun. |
| SP23 | JIM POWER (JAP) *Electrobrain* | 76% | A3D platformer complete with 3D glasses. |
| SP1 | JOE AND MAC (JAP/US/UK) *Data East/Elite* | 72% | Colourful graphics, but repetitive music and gameplay. |
| SP21 | JOE AND MAC 2 (US) *Data East* | 80% | A great little game which is playable and very funny. |
| | JOHN MADDEN FOOTBALL (JAP/US) *Electronic Arts* | 79% | Fast enough, but the graphics are flat and jerky. |
| SP4 | JOHN MADDEN FOOTBALL '93 (JAP/US/UK) *EA* | 83% | Cosmetic improvements make this a much better game. |
| SP21 | THE JUNGLE BOOK (UK) *Virgin* | 82% | Virgin have done Mowgli and his chums proud. |
| SP13 | JURASSIC PARK (UK) *Ocean* | 89% | Huge film-based explore-'em-up with lots to do. |
| SP11 | KAWASAKI CARIBBEAN CHALLENGE (US) *Gametek* | 20% | Crap motorbike-racing game with abysmal graphics. |
| SP12 | KEVIN KEEGAN'S PLAYER MANAGER (UK) *Anco* | 59% | Find out how dull football management really is. |
| SP3 | KICK OFF (JAP/UK) *Anco/Imagineer* | 52% | Very flawed, but reasonably playable with two people. |
| SP20 | KICK OFF 3 (UK) *Imagineer* | 91% | Plays a quick, smooth and brilliantly competitive game. |
| SP5 | KIKIKAIKAI (JAP)/POCKY & ROCKY (US) *Natsume* | 88% | Weird, but enjoyable, shoot-'em-up with superb graphics. |
| SP23 | KIKIKAIKAI 2 (JAP) *Natsume* | 79% | Pretty much the same as the original. |
| SP6 | KING ARTHUR'S WORLD (US/UK) *Jaleco* | 83% | Enjoyable mouse-based platformer with a medieval slant. |
| SP20 | KING OF DRAGONS (JAP) *Capcom* | 53% | A sad pastiche of a beat-'em-up. Boring. |
| SP5 | THE KING OF RALLY (JAP) *Meldac* | 39% | Dull-looking 3D race-'em-up with a lack of opponents. |
| | KING OF THE MONSTERS (JAP/US) *Takara* | 79% | Giant-sized beat-'em-up which is too dull to be fun. |
| SP17 | KING OF THE MONSTERS 2 (JAP) *Takara* | 74% | A silly combat game with only short-term entertainment. |
| | KITARO'S GHOST (JAP) *Bandai* | 58% | Cute graphics, but the platform action is too hard. |
| SP21 | KNIGHTS OF THE ROUND (US) *Capcom* | 51% | Smashing looks backed up with crap gameplay. |
| | KOSHIYEN 2 (JAP) *KAC* | 60% | Bog-standard baseball game with nice, Japanesey looks. |
| SP1 | KRUSTY'S SUPER FUN HOUSE (US/UK) *Acclaim* | 79% | Unusual blend of puzzling and platforms. |
| SP12 | LAGOON (JAP/US/UK) *Kemco* | 56% | Frustrating and rather dull role-player. |
| SP16 | LAST ACTION HERO (UK) *Sony Imagesoft* | 21% | A very poor scrolling beat-'em-up. |
| | LAST FIGHTER TWIN (JAP) *Banpresto* | 59% | Side-on beat-'em-up. Nice looks, but limited gameplay. |
| SP13 | LAMBORGHINI AMERICAN CHALLENGE (UK) *Titus* | 73% | Neat racer with dull graphics and an odd difficulty curve. |
| SP15 | THE LAWNMOWER MAN (UK) *Storm* | 77% | Nice 3D sections mixed with some dull platform ones. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP22 | LEGEND (US) *Seika* | 55% | Another humdrum scrolling slasher. |
| | LEGEND OF SUCCESS JOE (JAP) *KAC* | 49% | Boxing with basic graphics and not enough moves. |
| SP15 | LEGEND OF MYSTICAL NINJA (JAP/US/UK) *Konami* | 90% | RPG/platformer with fab graphics and a real challenge. |
| SP17 | LEGEND OF MYSTICAL NINJA 2 (JAP) *Konami* | 90% | A compelling and very entertaining sequel. |
| SP2 | LEMMINGS (JAP/US/UK) *Sunsoft* | 86% | One of the most ingenious and addictive games ever. |
| SP18 | LESTER THE UNLIKELY (US) *Nintendo* | 52% | A very mediocre platform game. |
| SP17 | LETHAL ENFORCERS (UK) *Konami* | 69% | An expensive, but very playable, shoot-'em-up. |
| SP6 | LETHAL WEAPON (US/UK) *Ocean* | 57% | Unadventurous platform shoot-'em-up. |
| SP22 | LIBERTY OR DEATH (US/JAP) *Koei* | 41% | Mildly diverting for a while, but it's too finicky. |
| SP8 | THE LOST VIKINGS (US/UK) *Interplay* | 84% | Well-designed mixture of strategy and platforms. |
| SP18 | LUFIA & THE FORTRESS OF DOOM (US) *Taito* | 79% | A decent enough RPG, but it's nothing special. |
| SP15 | MACROSS (JAP) *Zamuse* | 87% | Anime blaster with lovely looks and lots of variety. |
| SP16 | MADDEN NFL '94 (JAP) *Electronic Arts* | 85% | An American football game that's worth buying. |
| SP21 | MAGIC BOY (UK) *JVC* | 75% | An entertaining platformer – once you get to know it. |
| | MAGICAL GUY ADVENTURE (JAP) *Bandai* | 62% | Fun platformer with cute sprites and backdrops. |
| SP7 | MAGIC SWORD (JAP/US/UK) *Capcom* | 58% | Dreadful slash-'em-up with appalling animation. |
| SP3 | MAJOR TITLE (JAP/US/UK) *Irem* | 83% | See *The Irem Skins Game*. |
| SP13 | MARIO & WARIO (JAP) *Nintendo* | 70% | This mouse-driven puzzler is absorbing but too easy. |
| SP11 | MARIO IS MISSING (UK) *Mindscape* | 70% | 'Edutainment' game aimed at younger players. |
| SP6 | MARIO PAINT (JAP/US/UK) *Nintendo* | 55% | Limited, crude art package – with no print option! |
| SP17 | MARIO'S TIME MACHINE (UK) *Mindscape* | 60% | An edutainment title, but it's repetitive and tedious. |
| SP14 | MECAROBOT GOLF (US) *Toho* | 37% | Idiosyncratic and dull golf game featuring robots. |
| SP9 | MECH WARRIOR (JAP/US) *Activision* | 63% | Armour-plated platform blaster lacking imagination. |
| SP19 | MEGA-LO-MANIA (UK) *Imagineer* | 81% | An exciting and engrossing wargame. |
| SP20 | MEGA MAN SOCCER (US) *Nintendo* | 62% | A slow, tedious and rather pointless game. |
| SP17 | MEGA MAN X (JAP) *Capcom* | 88% | An innovative platformer with some smart graphics. |
| | METAL JACKET (JAP) *Atlus* | 20% | Stilted animation and inept gameplay. Rubbish. |
| SP18 | METAL MARINES (UK) *Mindscape* | 80% | A good old smash-the-enemy-to-bits strategy game. |
| SP3 | MICKEY'S MAGICAL QUEST(JAP/US/UK) *Capcom* | 89% | Polished platformer with fab looks, but no challenge. |
| SP20 | MICKEY'S ULTIMATE CHALLENGE (US) *Hi-Tech* | 54% | Pretty graphics, but the gameplay stinks. |
| SP13 | MIGHT & MAGIC II (UK) *Elite* | 43% | Tedious RPG with little depth or gameplay. |
| SP7 | MONOPOLY (JAP/US) *Parker Brothers* | 40% | Why bother when the board game's cheaper? |
| SP11 | MORTAL KOMBAT (UK) *Acclaim* | 81% | No gore and fewer moves, but still a great game. |
| SP13 | MR NUTZ (UK) *Ocean* | 86% | Cute 'n' colourful graphics and slick programming. |
| SP22 | MUSCLE BOMBER (US/JAP) *Capcom* | 78% | Big and attractive, but not enough for most gamers. |
| | MUSYA (JAP/US) *Datam* | 24% | Don't be fooled by the nice backdrops – this is crap. |
| SP9 | NAMCOT OPEN (JAP) *Namco* | 80% | Nice golf sim with fast and efficient graphics. |
| | NBA ALL-STAR CHALLENGE (JAP/US) *LJN* | 59% | Nicely presented and realistic basketball sim. |
| SP17 | NBA JAM (US) *Acclaim* | 87% | Multitap-compatible and brilliant fun with it. |
| SP16 | NBA SHOWDOWN (US) *Electronic Arts* | 89% | Plays a fast and satisfyingly violent game of basketball. |
| SP14 | NFL FOOTBALL (US) *Konami* | 76% | Lots of special effects, but a limited amount of control. |
| SP22 | NLH HOCKEY '94 (US/UK) *Ocean* | 89% | The most playable and entertaining ice hockey game. |
| SP4 | NHLPA HOCKEY (US/UK) *Electronic Arts* | 87% | Nice ice hockey sim, although the graphics are jerky. |
| SP18 | NHL STANLEY CUP (US) *Nintendo* | 79% | The most exiting conversion of ice hockey available. |
| SP8 | NIGEL MANSELL F1 CHALLENGE (JAP) *Infocom* | 85% | Good, fast, high-quality racing action. |
| SP20 | NINJA WARRIORS (US) *Taito* | 84% | A smart walk-along fighting game. Worth checking out. |
| | NOLAN RYAN'S BASEBALL (JAP/US) *Romstar* | 73% | A slick sim with slightly tricky controls. |
| SP4 | NORTH STAR KEN 6 (JAP) *Toei* | 42% | *SFII* clone with huge sprites, but little action. |
| SP21 | 100% COTTON (JAP) *Datam Polystar* | 79% | Great shooter with superb style, but easy to finish. |
| SP9 | OPERATION LOGIC BOMB (US) *Jaleco* | 68% | See *Fortress Of Fury*. |
| | OTHELLO WORLD (JAP) *Tsukuda* | 52% | Plays a faithful game of *Othello*, but why bother? |
| SP8 | OUTLANDER (US/UK) *Mindscape* | 28% | Useless blaster with a bit of driving thrown in. |
| SP12 | OUT TO LUNCH (UK) *Mindscape* | 84% | Big, cute, cleverly animated and challenging. |
| SP21 | PAC-ATTACK (UK) *Nintendo* | 69% | Get *Super Puyo Puyo* instead. |
| SP16 | PALADIN'S QUEST (US) *Enix* | 62% | Not a bad little RPG, but buy *Secret Of Mana* instead. |
| SP2 | PAPER BOY 2 (US/UK) *Mindscape* | 22% | Deliver newspapers and avoid the obstacles! |
| SP7 | PEBBLE BEACH GOLF LINKS (JAP/US/UK) *T&E* | 82% | Fun and extremely accurate sim for up to three players. |
| SP5 | PGA TOUR GOLF (JAP/US/UK) *Electronic Arts* | 60% | Slick presentation, but below-par playability. |
| SP1 | PHALANX (JAP/US) *Kemco* | 70% | Unremarkable scrolling shooter with nice graphics. |
| SP1 | PILOT WINGS (JAP/US/UK) *Nintendo* | 92% | Looks good and is a test of hand-eye co-ordination. |
| SP17 | PINK GOES TO HOLLYWOOD (US) *Tecmagik* | 76% | An enjoyable, but flawed, platformer. |
| SP18 | PINBALL DREAMS (UK) *Gametek* | 75% | A not-very-impressive pinball conversion. |
| SP2 | PIPEDREAM (JAP) *Bullet-Proof Software* | 66% | Well turned-out puzzle which gets boring fast. |
| SP4 | PITFIGHTER (US/UK) *THQ* | 14% | Laughably bad beat-'em-up 'action'. |
| SP14 | PLOK! (US) *Tradewest* | 90% | Cute platformer which is fun enough to stand out. |
| SP8 | POP'N TWINBEE (JAP/US/UK) *Konami* | 84% | Ultra-cute blaster with rather weak gameplay. |
| SP2 | POPULOUS (JAP/US/UK) *Imagineer* | 85% | Great god-game which may get boring after a while. |
| SP23 | POPULOUS 2 (UK) *Imagineer* | 87% | Bigger and better than the original. |
| SP4 | POWER ATHLETE (JAP)/POWER MOVES (US) *Kaneco* | 49% | This beat-'em-up contains nothing special. |
| SP9 | POWERMONGER (UK) *Imagineer* | 77% | You'll need a lot of patience for this adventure. |
| SP13 | PRIME GOAL (JAP) *Namco* | 75% | A great game of soccer, spoilt by its lack of speed. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP5 | PRINCE OF PERSIA (JAP/US/UK) *Konami* | 89% | Tough, pretty and wonderful to play. A classic. |
| SP6 | PRO BASEBALL LEAGUE '93 (JAP) *Sony* | 77% | Cute characters, slick animation and some neat extras. |
| SP7 | PRO QUARTERBACK (US) *Tradewest Sports* | 62% | Nice Mode 7 graphics, but very little else. |
| | PRO SOCCER (JAP) *Imagineer* | 27% | Crude graphics and Graham Taylor-esque gameplay. |
| SP7 | PSYCHO DREAM (JAP) *Riot* | 33% | See *Dream Probe*. |
| SP3 | PUSHOVER (US/UK) *Ocean* | 78% | Basic domino-toppling puzzler. Short-term fun only. |
| SP3 | Q*BERT 3 (JAP/US) *NTVIC* | 67% | Nostalgia value alone isn't enough to make this fun. |
| SP3 | RACE DRIVIN' (US/UK) *THQ* | 35% | Badly programmed racer with nasty 3D graphics. |
| SP21 | RACCOON RASCAL (JAP) *NCS Masiya* | 79% | A distinctive and enjoyable puzzle game. |
| | RAIDEN DENSETSU (JAP)/RAIDEN TRAD (US) *Toei* | 54% | This shooter is too slow to provide any excitement. |
| SP18 | RAINBOW BELL ADVENTURES (UK) *Konami* | 70% | Cute, enjoyable and addictive platform game. |
| SP2 | RAMPART (US) *Electronic Arts* | 79% | Primitive-looking, but fun, puzzler. Great with two. |
| | RANMA 1/2 (JAP) *NCS Masiya* | 75% | Neat anime beat-'em-up with mismatched characters. |
| SP6 | RANMA 1/2 PART TWO (JAP) *NCS Masiya* | 73% | Good-looking characters, but it's far too easy. |
| SP21 | RANMA 1/2: HARD BATTLE (JAP) *Rumic Soft* | 79% | The best *Ranma 1/2* game to date. |
| SP14 | REDLINE F1 RACER (US) *Absolute* | 49% | Okay graphics, but almost impossible to play. |
| SP12 | THE REN & STIMPY SHOW: 'VEEDIOTS' (UK) *THQ* | 47% | Nice graphics, but dull gameplay and odd gags. |
| SP2 | RIVAL TURF (JAP/US/UK) *Jaleco* | 58% | Simultaneous two-player action, but repetitive baddies. |
| SP4 | ROAD RIOT 4WD (US/UK) *THQ* | 20% | This split-screen racer is primitive in every respect. |
| SP4 | ROAD RUNNER (JAP/US/UK) *Sunsoft* | 42% | Faithful to the cartoon, but the gameplay is simplistic. |
| SP2 | ROBOCOP 3 (US/UK) *Ocean* | 50% | Far too difficult and often ridiculously unfair. |
| SP14 | ROBOCOP VS TERMINATOR (UK) *Virgin* | 27% | Apart from the graphics, this is shabby beyond belief. |
| | THE ROCKETEER (JAP/US) *IGS* | 33% | Lovely graphics, but there's little audience participation. |
| SP12 | ROCK 'N' ROLL RACING (UK) *Interplay* | 88% | Very challenging and lots of fun to play. |
| SP12 | ROCKY RODENT (JAP) *Irem* | 50% | Dull game with no variety in graphics or gameplay. |
| | ROGER CLEMENS' MVP BASEBALL (US) *Acclaim* | 73% | Great animation, but a few problems with the controls. |
| | ROMANCE OF THE 3 KINGDOMS II (JAP/US) *Koei* | 55% | Complex, but not very interesting, strategy game. |
| SP20 | ROMANCE OF THE 3 KINGDOMS III (US) *Koei* | 67% | For dedicated strategy wargamers only. |
| | RPM RACING (JAP/US) *Interplay* | 58% | Fun racer, although the scrolling's a bit rough. |
| SP16 | R-TYPE III (JAP) *Irem* | 83% | A polished shoot-'em-up with frantic action. |
| SP10 | RUN SABER (US) *Atlus* | 59% | Pretty backdrops but not much in the way of gameplay. |
| SP5 | RUSHING BEAT RUN (JAP) *Jaleco* | 60% | Beat-'em-up which is nice to look at, but boring to play. |
| SP19 | RUSHING BEAT 3 (JAP) *Jaleco* | 66% | Another boring side-scrolling beat-'em-up. |
| | SD DODGEBALL (JAP) *Banpresto* | 42% | The worst of the series of dodgeball games. |
| | SD GREAT BATTLE (JAP) *Banpresto* | 38% | Crusty arcade adventure with tedious gameplay. |
| SP9 | SD GREAT BATTLE III (JAP) *Banpresto* | 63% | Cute characters and nice graphics, but lacks depth. |
| SP15 | SECRET OF MANA (US) *Squaresoft* | 94% | Enormous four-player RPG which looks stunning. |
| SP15 | SENSIBLE SOCCER (UK) *Sony Imagesoft* | 91% | Utterly realistic sim with great playability. The best. |
| SP10 | SEPTENTRION (JAP) *Human* | 90% | Atmospheric and playable disaster movie-type game. |
| SP14 | THE 7TH SAGA (US) *Enix* | 69% | A run-of-the-mill RPG with little to recommend it. |
| SP10 | SHADOWRUN (UK) *Data East* | 85% | Scrupulously designed adventure, packed with puzzles. |
| SP9 | SHANGHAI 2 (JAP/US) *Activision* | 58% | Very basic puzzler that can become addictive. |
| SP19 | SIDE POCKET (UK) *Marubeni* | 86% | Plays a great game of pool. Recommended. |
| SP1 | SIM CITY (JAP/US/UK) *Maxis/Nintendo* | 84% | Build the city of your dreams in this absorbing classic. |
| SP9 | SIM EARTH (JAP/US) *Imagineer* | 34% | This has too much to do and eventually gets tedious. |
| SP4 | SKÜLJAGGER (US) *American Softworks* | 58% | Lacklustre pirate adventure that's too easy. |
| SP14 | SKY BLAZER (UK) *Sony* | 78% | A pretty platformer, but too lightweight. |
| SP23 | SMASH BALL (JAP) *Charactersoft* | 82% | An addictive game with ever-so-cute graphics. |
| SP18 | SOCCER KID (UK) *Ocean* | 84% | An addictive platform game with a footballing twist. |
| SP18 | SOLDIERS OF FORTUNE (US) *Spectrum HoloByte* | 89% | A brilliant and challenging shoot-'em-up. |
| SP8 | SOLSTICE II: EQUINOX (US/UK) *Sony Imagesoft* | 90% | Polished adventure with brill graphics and sound. |
| SP2 | SONIC BLAST MAN (JAP/US) *Taito* | 69% | Scrolling beat-'em-up with limited longevity. |
| SP23 | SONIC BLAST MAN 2 (JAP) *Taito* | 31% | A poor scrolling beat-'em-up. |
| SP21 | SOS (US) *Vic Tokai* | 83% | Plenty of challenge and a genuinely new game style. |
| SP2 | SOUL BLAZER (JAP/US) *Enix* | 89% | Slick and graphically gorgeous *Zelda*-type adventure. |
| SP17 | SPACE ACE (UK) *Empire* | 58% | Awful sprites, awful gameplay, awful game. |
| | SPACE FOOTBALL (JAP/US) *Triffix* | 52% | Short-term thrills only in this strange footy sim. |
| SP21 | SPACE INVADERS (JAP) *Taito* | 40% | A pointless conversion of the old classic. |
| | SPACE MEGAFORCE (US) *Toho/Compile* | 87% | Technically wonderful and great-playing shoot-'em-up. |
| | SPANKY'S QUEST (JAP/US) *Natsume* | 58% | Bizarre affair involving killing baddies with bubbles. |
| SP21 | SPECTRE (UK) *GameTek* | 90% | A simple and stunning tank combat game. Buy it. |
| SP22 | SPEED RACER (US/UK) *Accolade* | 65% | Decent racing bits marred by sloppy platform sections. |
| SP22 | SPIDERMAN & THE X-MEN (US/UK) *Acclaim* | 72% | Unattractive-looking platformer that won't last. |
| SP2 | SPINDIZZY WORLDS (JAP/US/UK) *ASCII* | 69% | Clever little arcade puzzler, but it's looking dated now. |
| SP19 | SPORTS ILLUSTRATED CHAMPIONSHIP (US) *Malibu* | 70% | Football and baseball on one cart. Limited. |
| SP7 | STARFOX (JAP/US)/STARWING (UK) *Nintendo* | 93% | Absolutely brilliant 3D shoot-'em-up. Get it! |
| SP21 | STAR TREK: THE NEXT GENERATION (US) *Spectrum HoloByte* | 39% | A compilation of very poor sub-games. Disappointing. |
| SP1 | STREET FIGHTER II (JAP/US/UK) *Capcom* | 94% | Your SNES is wasted if you haven't got this! |
| SP11 | STREET FIGHTER II TURBO (JAP/US/UK) *Capcom* | 96% | A faster, better-looking version of the original. |
| SP3 | STRIKE GUNNER (JAP/US/UK) *Activision* | 65% | Average vertical blaster with boring backgrounds. |
| SP10 | STRIKER (UK) *Elite* | 89% | Easy-to-play footy sim that's also easy on the eyes. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP9 | SUMO SPIRITS (JAP) *Takara* | 47% | Fairly realistic, but who cares? It's sumo. |
| SP12 | SUNSET RIDERS (UK) *Konami* | 87% | Enjoyable two-player blast, but can get repetitive. |
| SP2 | SUPER ADV ISLAND (JAP/US/UK) *Hudson Soft* | 75% | Nice backgrounds but simplistic platform gameplay. |
| SP12 | SUPER AIR DIVER (UK) *Sunsoft* | 51% | Looks good, but the gameplay's too insubstantial. |
| SP3 | SUPER ALESTE (JAP/US/UK) *Toho/Compile* | 87% | See *Space Megaforce*. |
| SP12 | SUPER BACK TO THE FUTURE 2 (JAP) *Toshiba/EMI* | 61% | Good graphics and sound, but awful controls. |
| | SUPER BASEBALL SIM 1000 (JAP/US) *Culture Brain* | 49% | Good pitching and batting, but poor graphics. |
| | SUPER BASES LOADED (JAP/US) *Jaleco* | 55% | Jerky graphics and limited gameplay. |
| | SUPER BASES LOADED II (JAP/US) *Jaleco* | 63% | The same as above, but with, er, a II afterwards. |
| SP4 | SUPER BASKETBALL (JAP/US/UK) *Nintendo/HAL* | 84% | Accomplished and very playable game of basketball. |
| SP6 | SUPER BATTER UP (US) *Namco* | 53% | Uncontrollable baseball game with garish graphics. |
| | SUPER BATTLETANK (JAP/US/UK) *Absolute* | 50% | Some good explosions, but generally boring. |
| SP19 | SUPER BATTLETANK 2 (US) *Absolute* | 43% | Don't bother. |
| SP7 | SUPER BIKURI MAN (JAP) *Interbec* | 18% | Ridiculously bad beat-'em-up which is far too easy. |
| | SUPER BIRDIE RUSH (JAP) *Data East* | 76% | Cartoony golf game which could be more playable. |
| SP10 | SUPER BLACK BASS (JAP) *Hot B* | 42% | Fancy going fishing on your SNES? You're very sad. |
| SP9 | SUPER BOMBERMAN (JAP/UK) *Hudson Soft* | 92% | Brilliantly manic four-player maze game. |
| SP21 | SUPER BOMBERMAN 2 (JAP) *Hudson Soft* | 91% | Nearly as brilliant as the first game (see above). |
| SP1 | SUPER BOWLING (JAP/US) *Athena* | 48% | Bowling's too boring to make a decent SNES game. |
| SP1 | SUPER CASTLEVANIA IV (JAP/US/UK) *Konami* | 91% | Huge, atmospheric platformer with great sound. |
| SP19 | SUPER CHASE HQ (JAP) *Taito* | 55% | A badly-made 'action' driving game. |
| SP9 | SUPER CONFLICT (US) *Vic Tokai* | 49% | Boring and outdated hex-based wargame. |
| | SUPER CUP SOCCER (JAP) *Jaleco* | 69% | See *Goal*. |
| SP19 | SUPER CUP SOCCER 2 (JAP) *Jaleco* | 60% | A Japanese footy sim that offers nothing new. |
| SP3 | SUPER DOUBLE DRAGON (JAP/US) *Technos* | 68% | Large variety of moves, but it's crap and too easy. |
| | SUPER DUNKSHOT (JAP/US) *HAL* | 84% | Slightly confusing sim with fabulous 3D graphics. |
| SP9 | SUPER DUNKSTAR (JAP) *Sammy* | 55% | Basketball sim which plays okay, but looks primitive. |
| SP15 | SUPER EMPIRE STRIKES BACK (JAP/UK) *LucasArts* | 71% | Unoriginal sequel with lots of slow-down. |
| | SUPER EDF (JAP/US) *Jaleco* | 68% | Pretty shoot-'em-up with some boring gameplay. |
| SP1 | SUPER F1 CIRCUS (JAP) *Nichibutsu* | 74% | Ordinary-looking racer which is fast and feels good. |
| | SUPER F1 CIRCUS (JAP) *Nichibutsu* | 74% | Limited-edition version with real Grand Prix names. |
| SP13 | SUPER F1 CIRCUS 2 (JAP) *Nichibutsu* | 34% | The lack of other cars on the track makes this dull. |
| | SUPER F1 GRAND PRIX (JAP) *Video System* | 44% | Unexciting racer with no two-player mode. |
| SP8 | SUPER F1 HERO (JAP) *Varie* | 49% | Racer with appalling graphics and no sense of speed. |
| SP11 | SUPER FAMILY TENNIS (JAP) *Namcot* | 83% | Polished four-player sim with limited controls. |
| | SUPER FIRE PRO WRESTLING (JAP) *Human* | 56% | Dull-looking and too tough, but okay with two players. |
| SP7 | SUPER FIRE PRO WRESTLING 2 (JAP) *Human* | 72% | Crap on your own, great with a multitap. |
| SP11 | SUPER FORMATION SOCCER II (JAP) *Human* | 70% | The four-player version of *Super Soccer*. |
| SP2 | SUPER GHOULS 'N' GHOSTS (JAP/US/UK) *Capcom* | 85% | Brilliant graphics (with slow-down), but it's frustrating. |
| SP11 | SUPER HIGH IMPACT (JAP/US) *Acclaim* | 74% | Stripped-down and enjoyable US footy game. |
| SP8 | SUPER JAMES POND (US/UK) *Ocean* | 79% | Lots of levels to keep you playing, but it's too juddery. |
| SP11 | SUPER MARIO ALL STARS (JAP/US/UK) *Nintendo* | 96% | Four brilliant *Mario* games on one huge cart! |
| SP1 | SUPER MARIO KART (JAP/US/UK) *Nintendo* | 93% | Four-games-in-one racer with great two-player mode. |
| SP2 | SUPER MARIO WORLD (JAP/US/UK) *Nintendo* | 94% | Repetitive backgrounds, but awesome challenge. |
| SP20 | SUPER METROID (JAP) *Nintendo* | 92% | Marvellous platform shooter destined for classic status. |
| SP4 | SUPER NBA BASKETBALL (JAP/US/UK) *Tecmo* | 86% | Playable, accurate and comprehensive sim. |
| SP4 | SUPER OFF ROAD (JAP/US/UK) *Tradewest* | 63% | Limited overhead-view racer offering short-term fun. |
| SP14 | SUPER OFF ROAD BAJA (US) *Tradewest* | 69% | Fun for a while, but the lack of variety scuppers it. |
| SP1 | SUPER PANG (JAP/US) *Capcom* | 72% | Smart graphics, but really needs a two-player mode. |
| SP5 | SUPER PARODIUS (JAP/UK) *Konami* | 86% | Hilarious graphics make this a blast. Bit easy, though. |
| SP19 | SUPER PINBALL: BEHIND THE MASK (JAP) *Meldac* | 73% | Nice to look at, but very limited to play. |
| SP2 | SUPER PLAY ACTION FOOTBALL (US) *Nintendo* | 71% | Complex sim that is accurate rather than playable. |
| SP2 | SUPER PROBOTECTOR (UK) *Konami* | 90% | See *Contra 3*. |
| SP13 | SUPER PUTTY (UK) *System 3* | 84% | Fun, slick, and very weird, Amiga-derived platformer. |
| SP18 | SUPER PUYO PUYO (JAP) *Banpresto* | 91% | An addictive and completely brilliant puzzle game. |
| SP1 | SUPER R-TYPE (JAP/US/UK) *Irem* | 72% | Great-looking shooter which suffers from slow-down. |
| SP13 | SUPER SLAP SHOT (US) *Virgin* | 65% | Awkward-playing ice hockey sim with dodgy graphics. |
| SP1 | SUPER SMASH TV (JAP/US/UK) *Acclaim* | 84% | Frantic, ultra-violent blaster with hordes of baddies. |
| SP1 | SUPER SOCCER (JAP/US/UK) *Human/Nintendo* | 83% | Enjoyable, but flawed, sim with impressive graphics. |
| SP4 | SUPER STAR WARS (JAP/US/UK) *JVC* | 89% | Accurate, atmospheric and tough platform blaster. |
| SP23 | SUPER STREET FIGHTER II (JAP) *Konami* | 96% | A king amonst pretenders. The best beat-'em-up yet. |
| SP8 | SUPER STRIKE EAGLE (US/UK) *MicroProse* | 61% | Disappointing flight sim with blocky graphics. |
| SP9 | SUPER SUMO (JAP) *Namcot* | 44% | Nice comedy graphics, but sumo is still dull. |
| SP6 | SUPER SWIV (JAP/US/UK) *The Sales Curve* | 82% | Slick two-player shooter. Good fun, if a little samey. |
| SP1 | SUPER TENNIS (JAP/US/UK) *Tonkin House* | 92% | Amazing range of shots and lots of tournaments too. |
| SP5 | SUPER TETRIS 2 + BOMBLISS (JAP) *Bullet-Proof* | 83% | A great conversion of the classic puzzler. |
| SP8 | SUPER TOM & JERRY (US/UK) *High-Tech Expressions* | 42% | Poor platformer with lots of slow-down. |
| SP20 | SUPER TROLL ISLANDS (US) *American Softworks* | 70% | Bright and cheerful game for the younger player. |
| SP10 | SUPER TURRICAN (US/UK) *Seika* | 80% | Fast, smooth shooter with some slick graphics. |
| | SUPER VALIS IV (JAP/US) *Telenet* | 52% | Contrived, boring and linear platformer. |
| SP5 | SUPER VOLLEY II (JAP) *Video System* | 82% | Weird 2D volleyball sim with a wealth of moves. |

| | NAME, PUBLISHER | % | BRIEF DESCRIPTION |
|---|---|---|---|
| SP12 | SUPER WIDGET (US) *Atlus* | 54% | Boring cartoon-derived platformer. |
| SP1 | SUPER WWF (JAP/US/UK) *Acclaim* | 74% | This would be fun if all the wrestlers weren't so similar. |
| SP19 | SUZUKA 8 HOURS (JAP) *Namcot* | 59% | Slow, hard to get into and lacks originality. |
| SP5 | SUZUKI AGURI F1 (JAP) *LOZC* | 72% | Well-presented racer, but the corners appear too fast. |
| SP8 | SYO THE SEAL (JAP) *Takara* | 79% | A cute platformer, but it's sometimes a bit empty. |
| SP5 | SYVALION (JAP/UK) *JVC* | 46% | Maze-based scrolling shooter which lacks challenge. |
| SP9 | TAZ-MANIA (US/UK) *THQ* | 54% | Run along the road, and, er... That's about it, really. |
| SP7 | TERMINATOR (US/UK) *Mindscape* | 59% | Average, film-based blaster with dark graphics. |
| SP19 | T2: JUDGMENT DAY (UK) *LJN* | 52% | A real waste of a license. Leave it on the shelf. |
| SP16 | T2: THE ARCADE GAME (UK) *Acclaim* | 71% | A smooth and addictive arcade game, but boring. |
| SP6 | TEST DRIVE II: THE DUEL (US/UK) *Accolade* | 58% | Racer which is difficult to control and not very exciting. |
| SP18 | TETRIS BATTLE GAIDEN (JAP) *Bullet-Proof Software* | 86% | A brilliant (and worthy) sequel to *Tetris*. |
| SP19 | 3D BASEBALL (JAP) *Jaleco* | 63% | Too much Japanese text makes this difficult to play. |
| | THUNDER SPIRITS (JAP/US) *Toshiba EMI* | 73% | Shoot-'em-up spoiled by slow-down. |
| SP14 | TIME SLIP (UK) *Vic Tokai* | 60% | Poorly executed platformer which is far too easy. |
| SP20 | TIME TRAX (UK) *Malibu/THQ* | 73% | Slick and entertaining, but short-lived. |
| SP5 | TINY TOONS (JAP/US/UK) *Konami* | 89% | Lovable platformer with bags of variety and challenge. |
| | TKO BOXING (US) *Sofel* | 38% | Well-presented sim with simplistic, boring gameplay. |
| SP3 | TOP GEAR (JAP/US/UK) *Kemco* | 76% | Lots of fast driving fun, but only with two players. |
| SP13 | TOP GEAR 2 (UK) *Kemco* | 74% | Nicely done, but offers nothing new. |
| SP14 | TOTAL CARNAGE (UK) *THQ* | 63% | *Smash TV* sequel which isn't as frantic as the original. |
| SP9 | TOYS (US) *Absolute* | 24% | Sad and boring film conversion with awful graphics. |
| SP11 | TRODDLERS (UK) *Storm* | 79% | Addictive puzzler with an unfriendly learning curve. |
| SP8 | TUFF E NUFF (US) *Jaleco* | 78% | See *Dead Dance*. |
| SP20 | TURN AND BURN (US) *Absolute* | 71% | The best SNES airborne combat sim yet. |
| SP2 | TURTLES IV: TURTLES IN TIME (JAP/US/UK) *Konami* | 84% | Great-looking beat-'em-up which can get repetitive. |
| SP15 | TURTLES: TOURNAMENT FIGHTERS (UK) *Konami* | 90% | Great beat-'em-up with lots of fighters and locations. |
| SP8 | 2020 SUPER BASEBALL (JAP) *KAC* | 85% | Fun two-player sim with the addition of robots. |
| SP22 | ULTIMA VI (US/UK) *FCI* | 45% | Compared to *Mana*, it's a shameful bit of old tat. |
| | ULTIMATE FOOTBALL (JAP) *Sammy* | 51% | Limited and technically unadventurous US footy sim. |
| | ULTRAMAN (JAP/US/UK) *Bandai* | 35% | Ridiculous-looking beat-'em-up. |
| SP9 | ULTRASEVEN (JAP) *Bandai* | 45% | *Godzilla*-type beat-'em-up which is funny but tacky. |
| SP7 | UNCHARTED WATERS (JAP/US) *Koei* | 37% | Incredibly boring naval strategy game. |
| SP8 | USA ICE HOCKEY (JAP) *Jaleco* | 60% | Looks nice, but the slow-down makes it unplayable. |
| SP7 | USHIO AND TORA (JAP) *Yutaka* | 35% | Poor scrolling cut-'em-up with only two moves. |
| SP14 | UTOPIA (US) *Jaleco* | 86% | Absorbing *Sim City*-type affair with lots of depth. |
| SP2 | VANNA WHITE'S WHEEL OF FORTUNE (US) *Gametek* | 19% | A *gameshow* conversion? Oh dear. |
| SP13 | VIRTUAL SOCCER (UK) *Hudson Soft* | 87% | An excellent game of footy, but can get frustrating. |
| SP4 | VOLLEYBALL TWIN (JAP) *Tonkin House* | 76% | Plays solidly, but slow scrolling makes it frustrating. |
| | WAIALAE COUNTRY CLUB (JAP/US) *T&E Soft* | 82% | Accurately depicted golf sim based on a real course. |
| SP7 | WARPSPEED (US/UK) *Accolade* | 32% | Very dated and crudely presented space shooter. |
| SP9 | WAYNE'S WORLD (UK) *THQ* | 26% | Awful platformer. The joke isn't funny any more. |
| SP22 | WILDTRAX (US/JAP) *Nintendo* | 93% | The most playable and varied racing game ever. |
| SP5 | WING COMMANDER (US) *Mindscape* | 60% | Average conversion of overrated 3D space shooter. |
| SP13 | WING COMMANDER: SECRET MISSIONS (UK) *Mindscape* | 64% | A few extra bits, but not enough to make it fab. |
| SP2 | WINGS II (JAP/US)/BLAZING SKIES (UK) *Namco* | 71% | Impressive-looking WWI flying sim/shoot-'em-up. |
| SP20 | WINTER OLYMPICS (UK) *US Gold* | 35% | A boring, badly-designed multi-event sports sim. |
| SP21 | WIZARDRY V (US) *Capcom* | 39% | Slow, tedious and pointless RPG. |
| SP17 | WOLFENSTEIN 3D (UK) *Imagineer* | 78% | A blocky, 3D blaster that's actually quite fun. |
| SP6 | WORDTRIS (US) *Spectrum Holobyte* | 40% | *Tetris*, but with letters. Needs luck rather than skill. |
| SP6 | WORLD CLASS RUGBY (JAP/UK) *Imagineer* | 74% | *Kick Off* with odd-shaped balls and stop-go gameplay. |
| SP20 | WORLD CUP STRIKER (UK) *Elite* | 91% | A beautifully well-rounded footy game. |
| SP21 | WORLD CUP USA '94 (UK) *US Gold* | 92% | The best overhead-viewed footy game on the SNES. |
| SP14 | WORLD HEROES (US) *Sunsoft* | 77% | Not bad with two players, but something's missing. |
| SP22 | WORLD HEROES 2 (JAP) *Takara* | 80% | There's *is* more to life than *SFII*. |
| | WORLD LEAGUE BASKETBALL (UK) *HAL* | 84% | See *Super Dunkshot*. |
| | WORLD LEAGUE SOCCER (US) *Imagineer* | 27% | See *Pro Soccer*. |
| SP10 | WWF ROYAL RUMBLE (UK) *LJN/Acclaim* | 79% | Flawed in one-player mode, but great fun with a mate. |
| SP14 | WORLD SOCCER (UK) *Electro Brain* | 29% | Confusing and shabby sim with a surfeit of Mode 7. |
| SP1 | XANDRA'S BIG ADVENTURE (JAP) *Namcot* | 85% | Tough platformer with versatile controls. |
| | XARDION (JAP/US) *Asmik* | 26% | Platform shooter with crap graphics and sad gameplay. |
| SP20 | X-KALIBER 2097 (US) *Activision* | 68% | Average and unchallenging platform slash-'em-up. |
| SP6 | X-ZONE (US) *Kemco* | 55% | Another tedious Super Scope game. |
| SP11 | YOSHI'S COOKIE (JAP) *Bullet-Proof Software* | 76% | Fun *Tetris* clone with biccies instead of blocks. |
| SP12 | YOSHI'S SAFARI (JAP) *Nintendo* | 69% | At last, a decent Super Scope game. Bit easy, though. |
| SP16 | YOUNG MERLIN (UK) *Virgin* | 77% | A cute, colourful and enjoyable puzzle adventure. |
| | Y'S III (JAP/US) *Tonkin House* | 72% | Fun RPG viewed from the side, but it's not very big. |
| SP2 | ZELDA: LINK TO THE PAST (JAP/US/UK) *Nintendo* | 93% | The definitive adventure game. |
| SP19 | ZOKU: THE LEGEND OF BISHIN (JAP) *Magifact* | 58% | Shallow, lacklustre driving/beat-'em-up. |
| SP12 | ZOMBIES ATE MY NEIGHBORS (US/UK) *Konami* | 89% | Innovative, funny shoot-'em-up. |
| SP16 | ZOOL (UK) *Gremlin* | 65% | Nice graphics, great music. But average. |

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# IRRESPONSIBLE pictures

## MACROSS – Clash Of The Bionoids

**Kiseki**
110 minutes
**RRP:** £12.99
certificate PG

The Earth is under attack from evil space creatures. It's bad news indeed, but to be honest, there's nothing like a concerted alien invasion attempt to focus the minds of Earthlings and get them all pulling in the same direction.

So us humans get together a giant space fortress to go and show the mysterious enemy a thing or two. The aliens aren't mysterious for long; they turn out to be male bionoids – giant mobile suit-type creatures with an organic centre inside a tough, crunchy shell. And they're intent on harming us. Salvation looks to be on the horizon (even though there aren't horizons in space). The male bionoids' arch enemies appear and wade in to the attack. These turn out to be female bionoids. And very tough they are too. Perhaps they will save humankind?

Er, no. Actually they won't. In fact, both sets of bionoids decide to attack the Macross fortress, and give it a right thumping in the process. The humans rapidly come to the conclusion that it's not their day, and that they should simply pack up and go home. But then they make a discovery. Certain aspects of their human behaviour is having a strange and useful effect on the bionoids. Perhaps there is a chance…

*Clash of the Bionoids* is an epic monster of a vid which will keep you on the edge of your seat all the way through. The drawing quality is excellent, and the animation is superb. Kiseki also spent a lot of time at the dubbing stage, and they've certainly got it right with this one. All the original music, sound effects and songs are here. *Macross – Clash of the Bionoids* is a video you should get to see. You'll love it.

**9** out of 10

## GREY

**Western Conn.**
Japanese (English sub)
80 minutes **RRP:** £12.99
certificate 15

Have you ever noticed that in science fiction, the future is either completely horrible, with anarchy, death, dirt and disgustingness everywhere, or it's totally structured and ordered beyond belief by a police state, where everything is clean and white.

*Grey,* set in the year 2588, opts for the restrictive, murderous state with a central computer called Big Mama controlling the world. Society is classed rigidly into six ranks, from A to F. People lucky enough to be in rank A can call themselves Citizens, and are allowed to live in an idyllic and peaceful paradise called City.

To become a Citizen, you must first become a Trooper. These warriors go off and kill folk in other towns nearby. They earn a bounty for everybody they waste, and once they get enough credits, they get promoted to the next rank up. Grey himself is a Rank C Trooper who's getting fed up with the system, and the killing. His girlfriend died horribly in combat, and with her death went their chances of living happily in City. So he's bitter and rather twisted.

But wounds heal (unless you die of them) and Grey falls in love again. He and his new amour, Nova, survive a massive battle and decide to ignore Big Mama and head off to rescue one of their friends who's vanished. They end up landing themselves in a whole heap of trouble.

*Grey* is a stylish film with a vast amount of random violence. It's not sickening, though, being far more 'cartoony' and colourful than many such anime war films. It's exciting and is strengthened by having original Japanese text with subtitles.

**7** out of 10

## KO CENTURY BEST WARRIORS

**Anime UK**
80 minutes
**RRP:** £13.99
certificate PG

Striving to show Western audiences there's more to anime than demon perversity, Anime UK has moved into the video market with a first-class example of cute, weird and silly. *KO Century Beast Warriors* follows the adventures of four teenage half-beasts and their bio-mech guardians. That's not to say it doesn't have its serious moments but there's a whiff of hamminess in the air as villains V-zhon and V-daan deliver their 'prepare to die!' speeches. That's when Akumako, their demon familiar, pulls out her knife and fork and gets ready to scoff some souls...

In this story it's us humans who are on the side of evil: attempting to reclaim the planet, we have genocidally hunted down the tribes of beast warriors to learn the secret power of Gaia. Hero Wan Dabada (a tiger morph) is captured when his tribe's totem is stolen. In the custody of humans he teams up with a mermaid; a yankee birdman and poseur; and Mekka, a lumbering but gentle turtle morph. They escape with the aid of a little girl called Yuni Charm Password (!), whose grandfather, a human scientist, wants to help the beast warriors. Yuni, it seems, is a key to the ancient source of Gaia.

My only real gripe about this affair is the dubbing. Anime UK itself took up the challenge to provide an English translation, and whilst Jonathan Clements' script is fine, the voices often let it down. Purists will breathe a sigh of relief at the original theme tune, however – this has been retained rather than re-recorded, with only subtitles added to let you know how completely hatstand those Japanese lyrics really are. A worthy buy.

**8** out of 10

**Once more *Super Play* examines the latest crop of anime films, as well as watching the entire industry. Nothing escapes our steely, eagle-type gaze.**

**Thank you if you've already sent in your anime fanzine. Irresponsible Pictures will be featuring them all shortly (and most are jolly nice indeed). We need more, though, so pop them in an envelope and send them to Irresponsible Pictures, *Super Play*, 30 Monmouth St, Bath, Avon, BA1 2BW. You'll reach over 50,000 potential subscribers...**

**We'll also be featuring your anime-related questions soon, so if you have a problem and no one else can help, and if you can find us, maybe you can ask *Super Play*.**

## SAMURAI GOLD

Western Conn.
60 minutes
RRP: £10.99
certificate 15

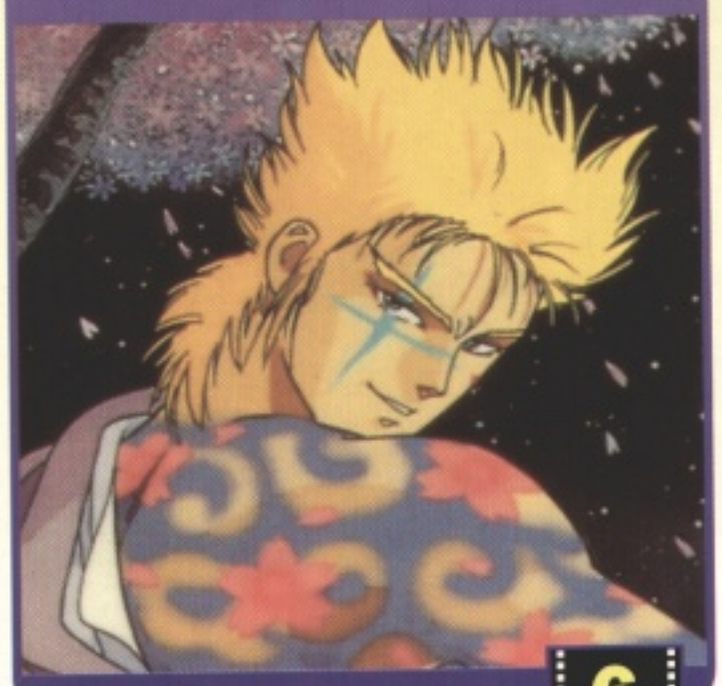
Would you trust a guy with a cherry blossom tattoo covering a large section of his upper torso? We wouldn't. If it were an elaborate dragon design like Crying Freeman's then maybe he'd be the sort of guy you'd want alongside you in a crisis, but flowers? No, no, no.

Still, he's the hero of the tale and he brandishes a futuristic version of the traditional Samurai sword; a sort of *Star Wars* light saber affair, so he can't be all bad. His escapades find him taking on android warriors, themselves not averse to a spot of saberplay, a 10ft-tall, erm, sexually confused geezer, and a ghostly warrior of legend, on his task to unravel the mystery behind a sinister death from his past.

The setting – shock! – is a Japanese existence in the future where law and order is controlled by EDO, a huge computer network which, with the assistance of five human administrators, makes everyday decisions and generally co-ordinates the relationship between major cities and space situated colonies.

The liberal sprinkling of Japanese legend which runs through the tale may not suit all tastes and the plot can lack cohesivity as the relationship between each of the characters often takes time to become apparent. And the subtitles, while easy to read, are occasionally let down by spelling and even grammatical errors.

It's a bit of a mixed bag overall, then. It's occasionally funny, often confusing, but it never really justifys itself as a potential purchase, leaving it best suited to finding its way into your vid via an evening's rental.



6 out of 10

## MANGA news

Pioneer, the Japanese audio-visual equipment giant is set to move into the anime industry in a big way. The company is initially launching their new label in the UK, with other European countries following later.

The first two releases will be the *Tenchi Muyo* series and the *Moldiver* series. *Tenchi Muyo* is an award-winning science-fiction comedy. The characters in it are very popular with the otaku, and the show is very famous in its home land.

*Moldiver* follows the progress of a superhero living in 21st century Tokyo. It's action-packed, humorous and beautifully drawn. Pioneer have certainly chosen two high-quality series to ease themselves into the anime marketplace. They've deliberately avoided the 18-certificate products which are seen by outsiders as making up much of the anime genre.

Each series will have two episodes per tape, with latest installments being released at regular intervals to be arranged after the first launch, which is on October 10 1994.

Chris Johnson, Pioneer's Senior Manager (Acquisition & Production Europe) offered, 'The time is right. Now that the British public have begun to embrace Japanese anime, our product will be seen as both a welcome addition and an entertaining alternative to the video titles already on offer.'

We'll be looking forward to seeing *Tenchi Muyo* and *Moldiver*, and it's nice to see a big player like Pioneer throwing its weight before quality products. And over the next year, the company will be releasing many more titles, including the action adventure Green Legend-Ran and the sci-fi droid-tale Kishin Heidan.

**Left and Right: the girl in the Moldiver suit. It's certainly a much-awaited release from the newest players in the anime arena – Pioneer.**

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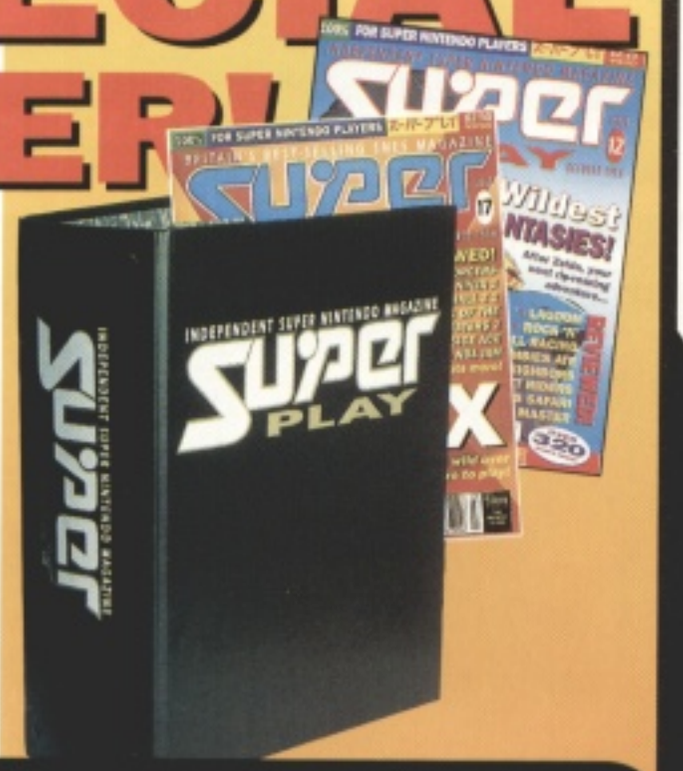


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*Super Mario Collection*, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

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A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

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NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!

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What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!

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*R-Type III* and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

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*Mega Man X* and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

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CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

### ISSUE 19
*Fatal Fury 2* reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book. Wow!

### ISSUE 20
*Super Metroid* reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

### ISSUE 21
*Vortex* previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

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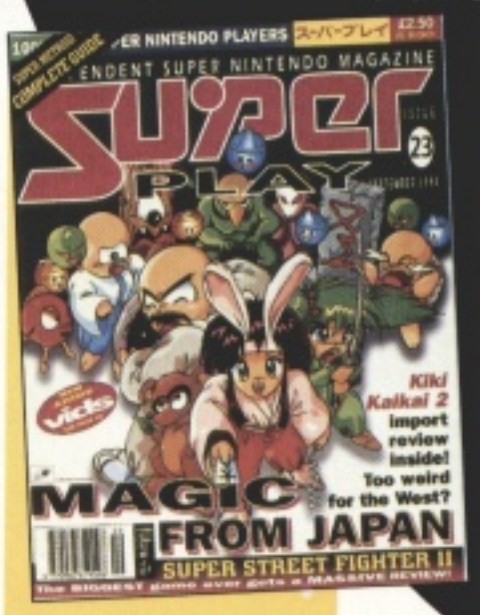
*Wild Trax* reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!

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***Super Street Fighter II* reviewed; exclusive Squaresoft *review*; *Super Metroid* player's guide.**

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# NEW TO THE UK

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## SUPER METROID

**Nintendo/£49.99/24 Mbit**

Samus Aran pauses for a minute to let us get a decent screenshot of her.

Some levels are spooky and dark. Others, though, aren't very spooky. Or particularly dark for that matter.

***Super Metroid* came out very soon after the pretty reasonable *Mega Man X*. And promptly blew it out of the water. The very healthy 24 megs are packed tightly with action, gameplay, massive levels and, oh, everything. At the risk of sounding like a Nintendo press release, we have to say that this is an instant classic. Everything about the game has been thought out carefully and this translates to massive playability.**

Not since *Zelda* has a game managed to build such tension and excitement so perfectly. The game has such a neat, almost film-like structure and as you progress, new revelations are unveiled with marvellous timing and a real feel for the spectator.

And while it's like watching *Aliens* or something, you won't forget that you're actually *playing* the game, and you have full control over Samus as she experiences her biggest adventure.

And it's not just a one-way only platform game, either. As you explore the underground level of the mysterious Planet Zebes, you'll find loads of doors and rooms, all placed just the bit beyond your reach. Try as you might, you won't be able to reach them. But later on, you'll find a new power-up, or maybe even a new use for an old skill and you'll be able to return to the places you couldn't get to and work your way in. It's Features such as this that make *Super Metroid* the gaming experience of a lifetime.

The only problem with *Super Metroid* is that there *is* nothing wrong with it. This means that you'll play it and play it until the game is beaten. You'll have immense fun doing this, but it does mean that if you lose interest in games after you've completed them, you might find *Metroid* spending longer and longer spells on a shelf somewhere. This, though, isn't a fault of the game. Rather, it's too good to stop playing.

And the other thing is, everybody (including *Super Play*) has tipped the game to bits, which makes playing it from scratch less fun. Zy's advice in the original review was that to gain maximum fun you shouldn't even bother reading the manual before you embark on your quest. That way everything's totally new and you have to discover it yourself. Marvellous.

It's an excellent game, *Super Metroid*. Buy it.

Full review in issue 20

Aren't those graphics marvellous? And *Super Metroid* is absolutely packed with them.

Left: Sometimes it's worth remembering that this is a platform game. Jumping over things does the trick.

**OVERALL SCORE: 92%**

## SPEED RACER

**Accolade/£44.99/8 Mbit**

Before you make *Speed Racer* your hero, remember he wears flares.

**Let's start with two words; Mode 7. All right, 7 is a number, not a word. Unless you write it as a seven. In which case it's both. Anyway, this is a driving game using Mode 7 (or seven). Which means you're bound to have seen its like before.**

Except that the programmers of *Speed Racer* have at least included some ups and down on the tracks as you tear around mindlessly. But the racing bit isn't all there is to *Speed Racer*. Oh no. There are platformy bits, where you must leap between the roofs of speeding train carriages, climb icy mountains, scale slippery ladders, negotiate slightly smooth kitchen linoleum and try and traverse a damp pavement wearing ballet shoes. Well not exactly, but you get the idea.

So there are two games in one here. The driving sections are much better than the platform sequences, and if the cart had been devoted to the driving segments, maybe the game could have been a contender.

As the youth Tony put in his review, in an ideal world, *Speed Racer* would get two marks; 50% for the platform sections and mid-70s for the driving bits. But, as he so poignantly pointed out, it isn't an ideal world, so the game got 55%. It might be worth a look if you're a fan of *Speed Racer* the cartoon series. But nobody we know is.

Full review in issue 22

Yes, yes. It's another Mode 7 racing game. But there are platform bits as well. (Sigh).

**OVERALL SCORE: 55%**

# NEXT MONTH

## IN SUPER PLAY

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## APPLESEED DATA BOOK!

The massive Manga release *Appleseed* is coming to *Super Play*. Next month there's an exclusive 16-page booklet all about the Manga sensation of the decade. The *Appleseed* film has been very highly acclaimed, and it's one of the classic anime releases in Japan, so it'll be big news here as well. Our marvellous (and free) guide will be a collector's item. Don't miss it.

Included with *Super Play* 25, is an eight-page sample of a brand new magazine. *Ultimate Future Games* will be the biggest thing in gaming since *Super Play* was launched two years ago. *Ultimate Future Games* will cover all the latest games machines, including Ultra 64, Sony Playstation, Mega 32, Sega Saturn, 3DO, CD-ROM, Neo Geo CD and Atari Jaguar. It will also cover the very best games for the Super Nintendo, Mega Drive and PC.

The first proper issue of *Ultimate Future Games* will be unveiled at the Future Entertainment Show in late October and will go on sale on November 1. It's from the same company that make *Super Play*, so it should be a corker! See Super Express for more info on this amazing magazine.

## SYNDICATE

Bullfrog opened their doors to us on this one a couple of issues ago, and jolly special it looked then. But since our massive exclusive work-in-progress was printed, many alterations and improvements have been made. Which means you can expect the biggest, best and most incredibly fascinating review of any game ever.

***Syndicate.*** **A horrifying glimpse at a world we can't pretend won't happen. Still, at least we'll be able to shoot folk and stuff. Hurrah!**

## SPARKSTER

This is the little opossum-type creature who has been winning himself friends on the Mega Drive. Konami are therefore proud of the little fellow. But will he captivate the hearts and minds of the SNES-owning population? We'll review it and let you know.

## THE INCREDIBLE HULK

Yes, he's finally stomping his way into the *Super Play* office. US Gold's great green hope comes under the microscope. Will he be slightly toned down as he was in the TV show, when he was played by Lou Ferrigno? Or will he be the rock-hard, like the original comic?

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## THE SUPER QUIZ ANSWERS

**It's easy to mock and scoff at the Super Quiz. After all, you don't win a prize, and the answers are printed below so there isn't any point in worrying over it. But we like it and that's what matters.**

**EASY**
1 *Pocky and Rocky.*
2 *Septentrion.* Which is a nice name.
3 *World Cup USA '94.*

**MEDIUM**
1 The little-known Datam Polystar.
2 Because the raccoon is a lucky symbol in Japan.
3 The geezer out of *Time Trax.*

**HARD**
1 *Mega Man Soccer.*
2 *Probe.*
3 *Ranma 1/2: Hard Battle.* And we're not talking about the 'pop'-group.

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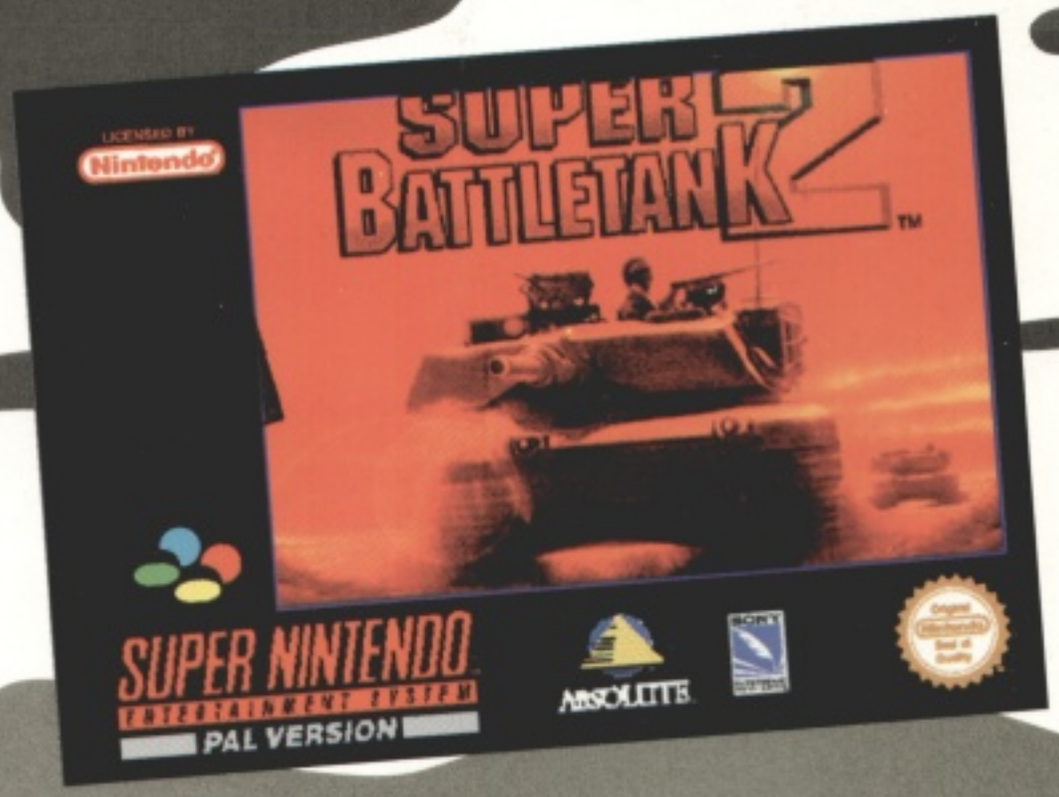

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